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Issue Two February 1993

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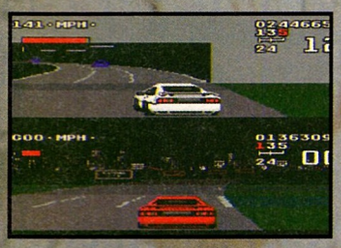

SEGA
MEGA DRIVE

Road Rash II is even nastier than the original, your rivals more underhand and their weapons more lethal. And the prize money is higher to buy nitro-equipped superbikes.

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ISSUE 2
FEBRUARY 1993
STOP... ■

The greatest show on TV...

GAMES

... is now on paper!

Welcome to the second issue of GamesMaster magazine. The avalanche of games released in this heady post-Christmas period, means that now, more than ever, you need rock-solid reviews to keep your collection heading in the right direction. So it's a good job that you've come to exactly the right place. Let us begin.

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ART EDITOR Wayne Allen
REVIEWS EDITOR James Leach
PRODUCTION EDITOR Alison Harper
PRODUCTION ASST Deborah Cook
STAFF WRITERS Andy Lowe and Les Ellis
DEPUTY ART EDITOR Lam Tang
ART ASSISTANT Simon Barnes
GAMES "PLAYER" Adrian Price
ADVERTISING MANAGER Jonathan Bint
SENIOR SALES EXECUTIVE Julie Fisher
COVER ILLUSTRATION Paul Kidby
POSTER ILLUSTRATION Stephen Sampson
PHOTOGRAPHY Jude Eddington, Stuart Whale
LINOTRON AND SCANNER OPERATORS Heath Parsons, Mark Gover, Chris Stocker, John Moore
GROUP PUBLISHING DIRECTOR Greg Ingham
PROMOTIONS MANAGER Michele Harris
CIRCULATION DIRECTOR Sue Hartley
PRODUCTION MANAGER Judith Middleton
PRODUCTION CO-ORDINATOR Richard Gingell

MANAGING DIRECTOR Chris Anderson
CONTRIBUTING TOPFELLAS Steve Jarratt (Total!), Neil West (Mega), Andy Dyer (Mega also), Mark Ramshaw (Amiga Power), Andy Smith (Sega Power) Matt Bielby (Super Play), Gary Penn, Dominik Diamond and Steve Carsey
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From the makers of Total!, Sega Power, Mega, Super Play, Amiga Power, Amiga Format, PC Format, Commodore Format, Amstrad Action, Your Sinclair and more!

Printed in the UK.

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19 DOMINIK'S BIG PURPLE COLUMN Beware, all purveyors of substandard Indian cuisine, for the man with the red jacket will expose you!

22 TV NEWS Don't bother with TV Quick – here is all the info you'll need listings-wise: the full GamesMaster February schedule.

29 GAMES ARENA This is your chance to make the big time. Put yourself forward as a GamesMaster challenger!

30 TRAILERS So what's new then? Well, there's *Alien 3, Dark Seed, Mick and Mack, Tornado, Flashback* and *Humans* to name but a few.

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46 REVIEWS We review the latest inner-tubes. No? Oh, alright. We'll do some games again.

92 SUBS You send us a cheque and we'll send you some mags. Simple.

94 SUPER MARKET And on special offer this month are two glamorous GamesMaster T-shirts and an utterly dreamy-yet-sensible binder.

96 GLOBAL WARRING Not content with blowing up aliens in your own living room? Now you can destroy planes pilotted by real people all over the world!

99 TIPS ZONE The zone where you can get, oh, what was it? Er... you know. Those sort of, things. Erm...

124 WIN 10 YEARS WORTH OF GAMES! Thanks to cur fab friends at Electronic Arts, ten lucky readers can game for free for a whole year!

133 LETTERS Never in all your life have you read such imcredible things. Well, maybe you might have.

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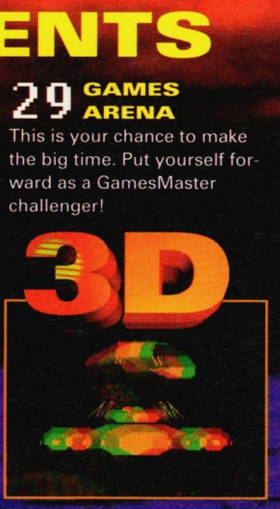

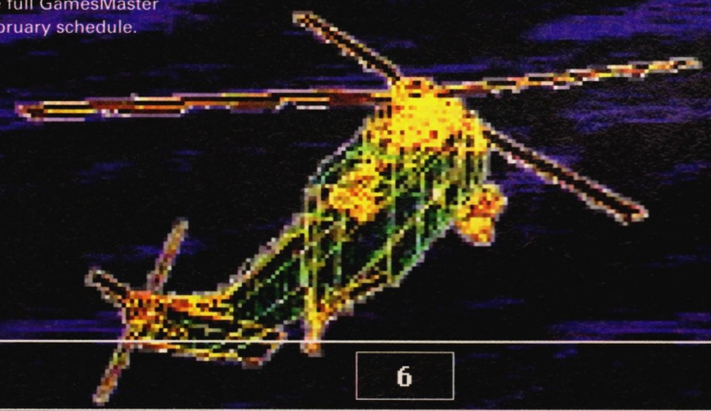

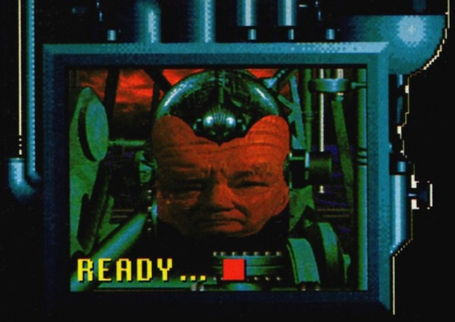

MASTER

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99 Others may pretend to offer comprehensive tips pages, but nothing can rival the enormity and detail of the thing that they call The Tips Zone This month, we have information on:

Another World
Beast 3
Curse of Enchantia
Dynablaster
Lemmings
John Madden 93
Pushover

And three full pages of cheat cart codes.

CONSOLETATION CHAMBER

120 Stuck? Stumped? Stuffed? Stymied? No more. The GamesMaster has the solution.

GAMES ARENA

29 Fancy yourself as a bit of a joystick hero? Reckon you could take on professional gamers at their own, er, game? Well here's your chance to find out. Turn to the Arena Intro and apply to enter a forthcoming GamesMaster Magazine challenge. You'll be glad you did.

AS YOU MAY HAVE NOTICED, THERE ARE LOTS OF PIECES OF TEXT LIKE THIS IN THE MAGAZINE. SOME OF THEM ARE COMPETITIONS. YOU CAN ENTER THE COMPETITIONS IN TWO WAYS. THE FIRST IS BY WRITING TO: PAGE X COMPO, WHERE THE "X" IS THE PAGE NUMBER YOU FOUND THE COMP ON. THE SECOND IS TO ACTUALLY WRITE: "PAGE X COMPO" ON YOUR ENVELOPE, IN WHICH CASE WE SHALL THROW YOUR ENTRY IN THE BIN. THE CHOICE IS YOURS.

NETW

GREETINGS!

GAMES

I don't know about you lot, but after Christmas, I'm shagged. Everyone always goes on about how rested and relaxed they are come the new year, but I find 12 days of liqueur-fuelled argy bargy with the relatives and an orgy of turkey'n'pud guzzling enough to render me useless for the following fortnight. It's only the Absolutely Tragic GamesMaster Christmas Board Game (see last issue) that keeps me going. So I'm glad to be back in the land of the video game, to be honest.

Anyway, if you're new to the mag and especially if you got a games machine for Christmas, welcome! I hope we'll be spending many happy months together.

To kick the new year off to a brain-busting start, we've got a 3D spectacular to complement our line-up of rollicking reviews, pert previews and other stuff. If you've already found the 3D glasses on the front of this month's mag, take them off. It's not time for them yet. Instead, you should watch out for the pages with our special 3D symbol. Once you spot it, flex those specs, and you'll be treated to a blast of glorious graphics in not one, not two, but *three* dimensions! As well as 3D pages, we've also got a 3D *Chaos Engine* poster, especially drawn for us by utterly top Judge Dredd Megazine artist Stephen Sampson.

Jim Douglas yesterday. Well, alright, it wasn't yesterday. It was about a month ago, and he looks different now. He's got a perm.

And of course, we've got the *Chaos Engine* itself, a welcome return to form for the Bitmaps after the disappointing *Magic Pockets*.

If you feel the need to tell us anything about the magazine, Dominik's Column or games in general, drop me a line at Oy! Jim You Git, GamesMaster, Future Publishing, 29 Monmouth Street, Bath, Avon BA1 2BW, and I'll print it if it's funny. Still, there's far too much news for me to carry on with such fluff. Upwards!

The normally bustling GamesMaster Rig was unusually quiet for a few days last month. Even the GamesMaster himself stepped down from his favourite video screen. The reason? GamesMaster Live! was held in Birmingham, and the whole rig crew, including Dominik and chrome

Four of the worst Dyna Blaster players ever join our Dominik on stage for a "challenge". They were cack.

LAUGH? I NEARLY... etc.

As the nation gears up for Red Nose Day 4, Madchester software supremos Ocean are doing their best to ensure that things go along in rib-tickling style with their very own Red Nose Computer Game, *Sleepwalker*.

Red Nose day is a smart fund-raising event organised by Comic Relief, the charity founded by all manner of funny folk, which has been designed to help deserving courses both here and abroad.

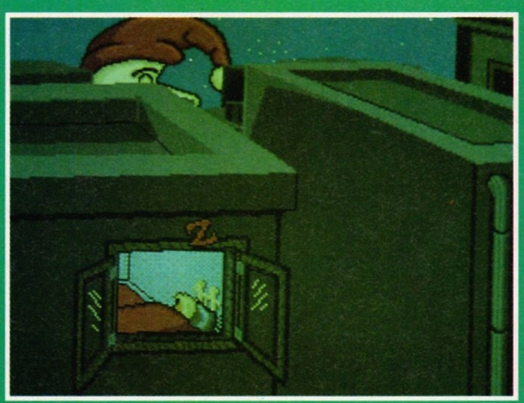
Each year there's a TV telethon thing and all manner of humour-related cash collecting going on all over the country. Particularly memorable was last year's awareness-heightening yet dreadful "Let's Stonk" single.

The aim of the *Sleepwalker* game is for the player (in the role of a dog) to prevent his sleepwalking owner from coming to any harm as he precariously somnabulates his way through various treacherous locations.

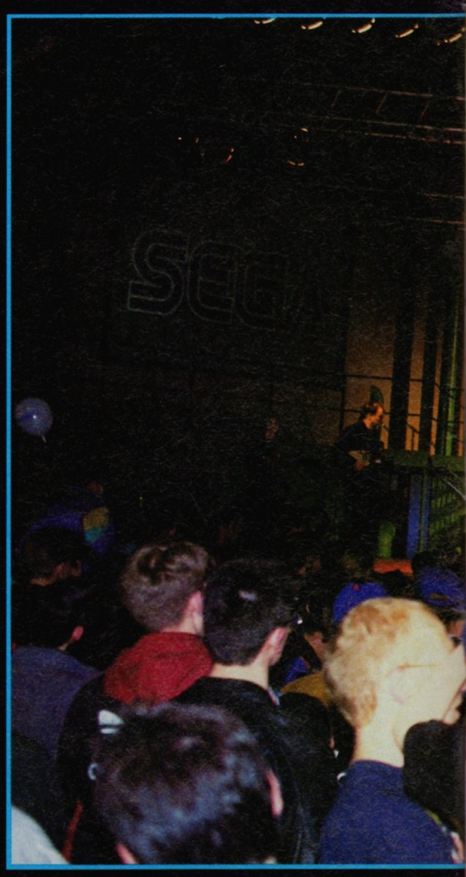
But the most important thing, of course, is that about £5 from the sale of each copy of the game will go to Comic Relief. Also, each game comes with a sponsorship form with which players can generate even more cash for the cause by playing *Sleepwalker* for money.

Copies of *Sleepwalker* should be in the shops by the time you read this. It'll be available on Amiga, PC and ST. So go and buy one, alright?

Here we have the, er, title screen for... oh, what's it called. Hang on, don't tell. It was on the tip of my tongue. Erm... Streetwalker? Erm...



***Sleepwalker*! That's it! Oh, it's funny when that happens isn't it. It completely went out of my head. Just like that. Anyway, on with the caption. Oh.**



Hundreds of happy show-goers await the next Bluehat. Waaaaaaahhh! Bad luck!

YOU WOULDN'T BELIEVE IT. LAST MONTH. SOME PEOPLE ACTUALLY WROTE "PAGE X COMPO" ON THEIR COMPO ENTRIES. HOW WE LAUGHED.

VORK

MASTER ABANDONS RIG!

dome, went up to oversee events. Of course, the team from GamesMaster magazine was there too – offering visitors to the show the chance to be among the first to buy the historic first issue of the magazine.

Once safely into the exhibition and in possession of a copy of the mag, gamers went on to see a number of weird, wonderful, wacky and wild events in celebration of the wonder that is the video game.

Weird were the twin Ocean helter skelters (that went all blancmangey at the Future Show, as readers of last month's Network will recall). Normally proud and fine erections, they had their roofs sawn off in order to fit into the NEC hall.

Wonderful were the GamesMaster shows; mini versions of the TV show comprising of *Dyna Blaster*, *Streetfighter 2* and *Sonic 2* challenges.

Blanka – only intervention from security guards saved him from a sound pummeling.

"Bill's" Tomatoes – victims of unfortunate elbowing incidents in crowded places.

Colin Curley – advocate of many a savoury snack – a broken ear and a nasty trip down the stairs.

Wacky were the US Gold sumo wrestler outfits, enabling budding E Hondas to slap and push each other around without actually coming to much harm.

And wild were the excellent and incredible BMX stunt team doing daily displays next to the GamesMaster magazine stand. Respect.

But no-one had a wilder time than those poor software folk shoe-horned into unfortunate game-character costumes. Colin Curly from the Quavers ads had a nasty trip down the stairs one day which resulted in his ear coming off, and the next day he was set about by a team of savoury-snack-hating kiddies who pushed him to the floor and started kicking his big polystyrene head.

Even the internationally feared Blanka was no match for the team of half-pint assailants who managed to put stickers over his eyes. Unfortunately, his clumsy rubber hands were unable to peel them off and his electricity field wouldn't work and only intervention from some burly security guards could save him from a severe pounding.

Among other characters to receive short shrift from the paying costumers were Zool (punched from behind), Chun-Li (jossled in crowded corridors) and the Tomatoes from *Bill's Tomato* game (elbowed and mocked).

And a fine time was had by all, except perhaps for people who had travelled a long distance to see the Thallion stand...

At the start of the show this stand was full of mags. At the end, it was empty. Hooray!

***Sonic 2* challenge. Bet you thought that Dominik was going to pick you, Mr**

Two bloody days I had to stand there with that clipboard. Two bloody days. Reward? Cah!

The penalty for getting separated from one's parents was to be suffocated by a huge rubber Mario.

NETWORK

CHEAP HAND-JOB FROM QUICKSHOT

Quickshot, the people who make all the joysticks, recently unveiled a budget-level handheld machine called the Supervision and, to everyone's surprise, it's actually alright. The machine costs £40, and games (of which there are currently 18) go for about £9 each.

The machine is supposed to fill the, if you insist, "niche" in the market between those ghastly LCD game and watch things and the top-flight big balls handhelds like the Game Boy and Game Gear.

The machine is actually quite good-looking, with a bendy rubber bit connecting the control pad to the screen, allowing two (count 'em) positions to diminish the inevitable lighting difficulties that you get with a non-backlit screen.

And the games aren't too bad either, the two we tested being an acceptable bat and ball thing called *Crystball* and a blaster called *Tasac 2010* for some reason.

The problem, however, is the screen which despite the bendy rubber thing and a contrast control seems to be bordering on useless. Any fast-moving objects simply disappear from view or blur so badly you can't tell if (in the case of *Tasac 2010*) they're aliens or power-ups.

However, if you are entirely sure that there aren't any new games you need one month, it might just be worth a look.

ACTION GENIE AND GAME REPLAY

Much as we like to come off as being entirely perfect in every way, we've got a confession to make. As you may have noticed, last month's Action Replay and Game Genie codes were, er, a bit muddled up. Well, in fact the codes were fine, but the headlines were in the wrong place.

The upshot of this was that new owners of either system who didn't spot the basic style of the codes (Action Replay codes generally start with a number, while Game Genie codes don't) might have become terribly confused.

Apologies to all inconvenienced. The person responsible has gone to the electric chair.

HARD(WARE) UP!

The price war between computer hardware companies which occurred over the festive period is about to come to an abrupt end.

Why? Well you have probably heard on the news lately lots of rather dull postulating on how weak the pound is against just about every foreign currency going – especially the Japanese Yen. Consequently, Sega, who bring in their machines from Japan, have been forced to raise their prices. Starting sometime next year the Mega Drive will not only look different but will be more expensive. Just how expensive is still unknown.

All this seems a little ironic as the new look Mega Drive was introduced to cut production costs over in Japan. Sega refused to confirm the price rises, but then they would, wouldn't they?

However, Sega are not alone in this problem area as Commodore have announced a blanket £30 price increase on all their models. Although their machines are all produced in the UK, they do rely on foreign components for the assembly process and so they have been hit just as hard as anyone else by the weak pound.

Nintendo have yet to announce any price rises or drops.

ONWARD VIRGIN FOOTBALLERS

Dino Dini, creator of the *Kick Off* series of games has signed with Virgin Games to produce the follow-up to *Kick Off 2*. Dino, currently holder of the GamesMaster award for having a christian name most similar to his surname, is reckoned by Virgin to be producing the best football game eve.

The product is tentatively being called *Goal!* as the *Kick Off* name is owned by Anco. It will be out on the Amiga and ST in late spring, and on the Mega Drive and SNES in 1994. Dino commented "I believe that Virgin will do for soccer what they've done so effectively for snooker." It's entirely within the realms of possibility that he's not incorrect in this belief.

GET YOUR NOSE IN A BOOK

If you're a hardened gamesplayer (and let's face it, who'd be stupid enough to admit that they weren't?), you'll be annoyed with all those stupid jumpers and socks you got for Christmas. Well be annoyed no longer, because now is the time to swap them for something that is far more interesting.

Computer Manuals is the natty name of a company who produce all sorts of high-quality books for the committed gamer. There are dozens of titles, all varying widely within the computer and console genre, including such classic bookshelf-friendly gems as Awesome Mega Drive Secrets (269pp, £9.99), Super Mario World Game Secrets (280pp, £11.95), the Official Sega Mega Drive Power Tips Book (112pp £9.99), written by our very own Neil West, and Super NES Games Secrets (288pp, £9.95).

If you're looking for the sort of depth which only a large and solid book can give, these are definitely worth a look. Packed with screens, words and a useful numbering system at the bottom of each page to ensure easy access and long-lasting reading pleasure, they're obviously not as great (nor indeed as funny) as GamesMaster. But they do have a wealth of detail, and can also be used for propping open doors and throwing at small children.

Check them out, you'll learn something new every time you open them, and if you read them from cover to cover, you'll be such an expert afterwards, you can bore folk down at the swimming baths on Thursday afternoons. They're produced by Computer Manuals, 50 James Road, Tyseley, Birmingham, B11 2BA. Telephone 021 706 6000. Phone or write for a full price list.

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NETW

A1200 UPDATE

We can deduce that the user of this machine is left-handed, and never seems to close the windows he opens. Messy git.

Wing Commander, **that space opera of epic proportions, will be out on the A1200. So you can see such astonishing things as a bloke getting fried in his craft by the evil Kilrathi – those scum, those alien mutoid swine, those totally gittish sods with their evil ways and... (*Snip.* Ed).**

Now that the new Commodore wonder machine has been launched you may be wondering what is in the pipeline for it software wise. Well we approached most of the bigger software houses to find out what, if anything, was in development for the 32-bit machine.

As we reported in the *Clash Of The 32-Bit Titans* piece last month, the only other machine comparable, in price and specifications, to the A1200 is the Atari Falcon 030. Although many companies *are* developing for the Atari machine, the affordable 1Mb version won't be released until the spring – leaving Commodore plenty of room to surge ahead and establish the A1200.

Mindscape have firmly denied rumours that there is an A1200 specific version of *Wing Commander.* Spokesperson James Morris commented, "There is no 1200 version but the normal Amiga version runs faster and plays more like a 386 PC", which for us non techies means it runs a lot faster. Mindscape haven't yet decided whether or not to enhance forthcoming games such as *Captive 2* and *Battletoads* for the A1200.

Pushover, **shown here in all its weirdness, is one of the games which should be updated for the A1200, with full enhancements.**

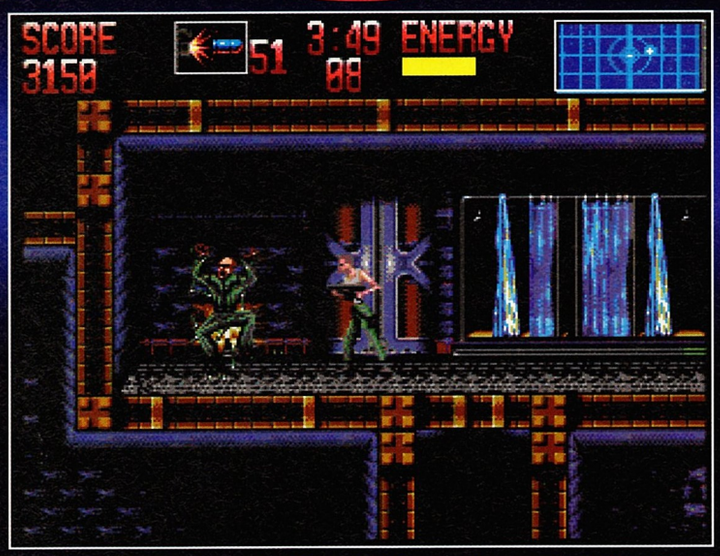
Ah. Here we have a rather gorgeous chasm of some description. And you can be sure it'll be on the A1200 as well.

US Gold have no plans to develop games for the machine until some time next year. At the moment they are busy testing all their current titles to see if any of them are greatly enhanced by the new machine's power. As yet though there is no news on just what games will be improved, or even just made compatible.

Accolade spokesman Alan Wellsman said, "Our current release, *Waxworks,* is fully compatible with the A1200 but as for new products, well, Amiga games for us are going to be very thin on the ground as we are concentrating on PC and console products."

As you would expect Ocean are going full steam ahead to support the new machine. Of their existing products these are the titles that will still work on the new machine... *Hook, Pushover, Robocop 3, Addams Family 2, Wizkid, Epic, Lethal Weapon, Terminator 2, Cool World, Sim Ant, Sim Earth, Robosport* and *WWF European Rampage.* Also under development are A1200 specific versions of *Lethal Weapon, WWF European Rampage, Cool World, Sleep Walker* and *Universal Monsters.* More good news from the Manchester giant, all future

VORK



Everybody needs a hero, but if you decide to make yours a rather weird-looking guy with spindly limbs, be prepared to be ridiculed in the playground/workplace/pub. Oh, and sorry that this caption isn't really relevant to the A1200. All the important stuff is written below.

products will have versions specifically for the A1200.

London boys Domark have no games in development yet, although they will be producing software for the machine. However as yet they are unsure exactly when the process will start. Among their existing products the *3D Construction Kit 2* will work on the machine, but there is no news yet on *AV-8B Harrier*.

Lemmings fans will be thrilled to hear that all three *Lemmings* games (*Lemmings*, *Oh No More Lemmings* and *Lemmings 2*) are all A1200 compatible. Psygnosis are also in the process of unloading their heavy guns of development on Commodore's new baby. No titles are confirmed yet though.

Core Design, publishers of the excellent *Curse of Enchantia*, may well be developing *Chuck Rock 2* for the A1200. But until that is confirmed all they will be drawn on is that *Curse of Enchantia* is totally compatible.

As most of you will already know, Gremlin have developed *Zool* as their first A1200 game with a version of *Nigel Mansell's World Championship* to follow. Obviously more titles should follow next year. As for Gremlin's current bunch of titles, well there are loads which are compatible, but at the time of going to press, a list of these wasn't available.

Oliver Dennis, from Acclaim's PR agency, commented, "Our three titles at the moment are all compatible – *Krusty's Fun House*, *Alien 3* and *Bart Simpson*. As for the future, there are no plans at the moment".

Adventure specialists Sierra have stopped producing games for the Amiga in America and there is going to be a lull while the European division gets some new product developed (it takes time you know). However, while there are no plans at the moment, in the not too distant future there may well be some titles appearing which are either A1200 specific or at least compatible with the new machine.

Virgin have no specific A1200 games under development. All new Amiga games which are developed though will be fully compatible. As for the old ones, well *Dune*, *Floor 13*, *KGB*, *Lure of the Temptress*, *Motorhead*, *Pool*, *Realms*, *Shuttle* and *Viz* are all compatible but unfortunately *Whirlwind Snooker* and *Legend of Kyrandia* aren't.

So, at the moment, only a handful of companies are committing themselves to the new machine.

As the user base grows and the A1200 can be seen to be a viable development option, more and more companies will doubtless begin to address the compatibility issue and start to develop Amiga games with both the earlier Commodore machines and the A1200 in mind. At the moment, compatibility seems to be high. Let's hope it stays that way.

SCOTOPHOBIA

"Fear of the dark", actually. Which, in an effective, if not luridly contrived way, leads us into the grim and musty world of *Alone In The Dark* – the latest PC role-playing extravaganza from Infogrames.

The owner of a seedy, crusty old manor house has recently committed suicide. Local police have investigated and have closed the case with a firm – er – whatever sound a case makes when it's being closed firmly... You play a private snoop – male or female – who feels that the contents of the case are far more bulging than has yet been disclosed. (*That's enough "case" metaphors.* Ed.) So, in true *Scooby Doo* style, you rather stupidly take a ride down to the place and wander around looking for clues and encountering zombies, ghouls and other undesirables.

Although we don't regularly review PC games, this one is highly worthy of a mention. The graphics are brilliantly drawn, the characters move slickly and fluidly – but, although there *is* a game in there, there's still rather too much aimless wandering. The fight scenes, though, are hilarious, and offer a hint as to how this sort of game could develop once the technology becomes more versatile.

Alone In The Dark was released on 19 November – before GamesMaster magazine hit the streets. For all of its flaws, it's certainly an excellent showcase for a programming technique which, as it becomes enhanced, could do away with all that tedious pointing and clicking and lead us in the direction of the true interactive and cinematic role-playing game.

Swirling mists of ghoulish decadence. Vile, unearthly spectres of emotion shadowing your every thought and action. The foul fate of the damned becomes a magnet for your hellish intent. Next week, we'll be looking at another track from Marillion's "lost" album...

You put your left leg in, left leg out... etc... Yes, it's the famous "silly dance" caption – suitable for absolutely any picture whatsoever.

Horace was just about to get his overcoat out of the wardrobe when – gasp! – a strange, emaciated gentleman wandered in...

NETWORK

AMSTRAD JUMP ONTO SEGA TRAIN

The Mega PC has a sliding panel which either uncovers the disk drive or, if you tweak it to the right, the cartridge port. Very neat design, we say.

The Sega market and the PC market haven't often come into a great deal of contact. But now the two are linked in a weird sort of marriage. Amstrad, famous for several computer-type things, has invented the Mega PC.

The machine is basically a 386SX, with Super VGA monitor, 40Mb hard drive, Ad-Lib sound card, 1Mb RAM, a joystick, a mouse and a beige Mega Drive joypad. This is provided because at the front of the PC there's a cartridge port into which you can plug any Mega Drive game.

The cost of the Mega PC is £999, which, if you're prepared to do some fairly rudimentary arithmetic, could surprise you in an upwardly expense-wise way. In other words, it's cheaper to buy an equivalent 386SX PC and a Sega Mega Drive. The only downer is that you don't get the nice monitor to play the Mega Drive games through.

Still, if you're interested, take your wad down to the High Street, where this baby should be just sitting, waiting for you to purchase it.

CANNON FODDER

MACHINE: AMIGA PUBLISHER: VIRGIN

After their success with *Sensible Soccer* those boys at Sensible Software are about to release a war game for the Amiga – *Cannon Fodder*.

Unlike *Mega-Lo-Mania* where you have to build up your armies to kill the opposition, you already control an army. The main aim of the game is to conquer all.

Using the mouse, you point and click on where you want your troops to go. Armed to the teeth with guns and grenades you must take on all manner of troops and even an army of Predators (miniaturised, of course). Hostage rescue missions and search and destroy scenarios are all in there too along with other types of military campaigns.

So what amounts to be a cross between *Sensible Soccer* and *Mega-Lo-Mania* turned war game shall hit the streets sometime next year. Here's hoping the notion that war games are boring will be blown out of the water with heavy artillery.

Leg it over the bridges and ambush the huts – laying waste to innocence as you go. Great.

This is the four-man ambush where, er, you get four men to ambush someone... (*No it isn't.* Ed.) Well, it's probably something to do with shooting something. Those cross-hairs are a bit of a giveaway, you see.

Ah, now this... this is where you cross a bridge and shoot something – probably those well-camouflaged gentlemen in that dense clump of trees. (*You don't know anything about this game at all, do you?* Ed.)

RUMOURS

In the absence of any real news, we've made some up. Well, not quite. At any given time there are hundreds of juicy rumours floating about, so each month we'll print the slightly more plausible ones.

● Here's a rather interesting one currently doing the rounds in Japan and America. Console giants NEC are considering launching the Turbo Duo CD ROM console in this country next year. Anyone who reads this month's Played in Japan feature on pages 44-45 will realise the pant-dampening implications of this particular rumour.

● Here's a good one. There's a new bit of kit out guaranteed to revolutionise home gaming. Called the Super Gun this device connects to a SCART TV and enables you to play arcade PCBs (printed circuit boards) on your own television. Imagine your very own *Streetfighter* or *Bomber Man 93* game in your own home. Watch this space for more info.

● Rumour has it that the follow-up to the Giger influenced adventure *Darkseed* which is previewed in this issue on page 32 will be programmed specifically for the new A1200.

A Cyberdreams spokesperson commented that they only found out about the new machine at the end of November but are now keen to see how far they can push it.

● This one has been doing the rounds for some time now, although it seems to have a fair bit of actual real truth to it. UK developers Argonaut have come up with a chip for the SNES which enables you to utilise super-fast 3D images. The chip will be built into their carts during development. It may make them a little more expensive but it should be worth it for more realistic 3D games.

● The word from Action Replay manufacturers Datel is that, after the success of their Mega Drive, SNES, NES and Game Boy Action Replay carts, they are now developing carts to be used by the Master System and Game Gear. These projects are still in the early stages of development although no firm release dates have yet been set.

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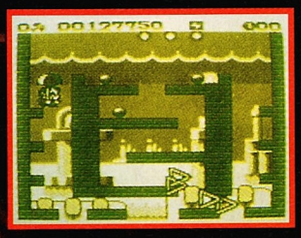
SNES

McDONALD LAND
NES

STREETFIGHTER 2
SNES



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NETWORK

DIARY DATES

And so we come to another glorious batch of impotent, er, important dates for all those "happening cats" who like to stay well on top of all that's fresh, hip and, well, generally cool in the crazy, mixed-up world of video gaming, daddi-o. (*What are you talking about?* Ed.)

JANUARY 21
Apart from being the exact date that this issue will "hit the streets", you can buy a Mega Drive game called *G-Loc*, today. The coin-op version is dead good. The Amiga version is crap.

JANUARY 25
Spending unfeasible amounts of money, belching loudly, tittering at the naff freebies. Yes – it's a trip to McDonald's. And, today, to celebrate the timeless wonder of the fast-food experience, Ocean release the Amiga version of *McDonald Land*.

Also, look out for the Lynx version of an ancient but brilliant coin-op, *Joust*, which should be in the shops as you read this.

JANUARY 27
Psygnosis may well give you the *Creepers*, today. Haw haw. Oh, that's on the Amiga, by the way.

FEBRUARY 3
Today is Reviews Ed James' birthday. So send him lots and lots of presents, sweeties and furry things. He's funny that way. We'll also be giving him the bumps in a religiously observed office ceremony which dates back to Somerian times.

FEBRUARY 8
Streetfighter 3 released by Capcom/Nintendo on the SNES, today!! Ha! Just kidding. *Bad Influence* fell for it, though – look out for their – *snigger* – in-depth feature very soon.

FEBRUARY 9
Get all of the following for your absolutely fabulous Lynx today... *Ninja Gaiden III*, *Super Asteroids/Missile Command* double-pack and the excellent shoot-em-up *Raiden*.

FEBRUARY 14
Yippee, it's Valentine's Day!

Unless of course, you happen to be a bit ugly or unpopular – whereupon you won't get any cards or presents and it'll be just another ordinary day for you. Sob.

FEBRUARY 15
The epic RPG *Eye of the Beholder* gets released on the Lynx. It was a huge hit on the Amiga, but will a hand-held version really do the game justice?

Also, round about now, Thalamus offer us an Amiga game with the stupendously bizarre title of *Nobby The Aardvark*. Oh dear, oh dear

Oh, and for all the historical types among you, today is also February – an extremely famous Roman purification festival which is widely practiced throughout the land by, er, people who closely follow ancient Roman purification festivals .Basically, it involves a small gathering in a remote, but picturesque copse – preferably past midnight. The participants then take it in turns to dance ecstatically around a roaring fire, working themselves into a purifying frenzy by tipping water over each other's heads. This festival was actually banned by Milton Keynes council last year.

FEBRUARY 16
Thalamus deliver a spiffing Amiga title by the name of *Beastmaster*. It's based on the fantasy movie of the same name. Probably.

...and, hey, watch out for the *X-Men*. and *Captain Planet*, two astonishingly marvellous Mega Drive games – out today.

FEBRUARY 19-21
Wembley, London. It's the 7th International Computer Show, today – apparently. Fulfil that details thang by calling 081 549 3444.

FEBRUARY 21
By this time, all of the people who received Valentine's cards seven days ago, will have discovered who actually sent them as opposed to who they originally fantasised. Lots of comforting will take place in the loos and on the stairs at break.

FEBRUARY 31
Well, that's another hearty load of rubbish for another issue. Tune in next month, when there may actually be some games released.

PRESS CORNER

An occasional series of jocular ribaldry at the expense of the grammatical and dramatical ineptitude of the software house press-release authors.

This month – the Revenge Of The Mutant Ambiguities.

"The noise. Yes... what is that noise? That thump... is your heartbeat... as you get set to confront the Aliens." **Ye-es. Absolutely petrifying scene-setting for *Alien 3* from Acclaim.**

With its hyper-supple interactivity, its hilarious gags and its crazy sound-track, *Goblins 2* will have you holding your breath for hours. **Oh, really? I wish I'd remembered to pack my iron lung this morning...**

Sit yourself behind the steering wheel, check your mirrors and watch your front wheels preparing to burn rubber! **Hmmm. Gremlin's *Nigel Mansell's World Championship* scores an extra-high rating on the ill-phrased cliché meter.**

Next month, we take a look at the thankless, clandestine careers of text translators and end-of-level boss designers.

IMPORT CHARTS

MEGA DRIVE

1	Sonic 2	Sega
2	NHLPA 93 Hockey	EA
3	John Madden 93	EA
4	Lemmings	Sunsoft
5	Wrestlemania	Flying Edge
6	Speedball 2	Virgin
7	Alien 3	Flying Edge
8	Thunderforce 4	Sega
9	Batman Returns	Sega
10	Terminator 2 – Arcade Game	Flying Edge

SNES

1	Streetfighter 2	Capcom
2	Mickey's Magical Quest	Nintendo/Capcom
3	Super Mario Kart	Nintendo
4	Fatal Fury	Nintendo
5	Jaki Crush Pinball	Nintendo
6	Wing Commander	Mindscape
7	Out of This World	US Gold
8	John Madden 93	EA
9	Amazing Tennis	Absolute Entertainment
10	NCAA Basketball	EA

PC ENGINE

1	Bomber Man 93	Hudsonsoft
2	Air Zonk	NEC
3	Tecmo Soccer 93 (CD-ROM)	Acclaim
4	Dragonslayer (CD-ROM)	NEC
5	Soldier Blade	NEC
6	Loom (CD-ROM)	NEC
7	Shapeshifter (CD-ROM)	NEC
8	Splatterhouse	NEC
9	Devil Crash	Naxat
10	Andre Panza Kickboxing	NEC

GAME BOY

1	Star Wars	JVC
2	Super Mario Land 2	Nintendo
3	Terminator 2 – Arcade Game	Acclaim
4	Speedball 2	Mindscape
5	Humans	Mirage
6	Jetsons	Nintendo
7	Bionic Commando	Nintendo
8	Hit the Ice	Nintendo
9	Bugs Bunny 2	Nintendo
10	WWF 2	Acclaim

Our thanks this month go to the following suppliers who helped compile this chart.
Console Concepts (0782) 712759
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Kingbit Games (031) 225 7682

***Dyna Blaster* – the Amiga incarnation of the No. 1 PC Engine game.**

TOO OLD? TOO BAD.

Are you 18 or over? If so don't waste what little energy you've got left reading this.
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So as long as you're 11-17 years old, get yourself (and a tenner) down to your local Britannia branch. Sharpish.

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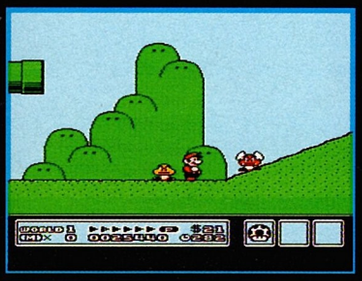
CHARTS

THE OFFICIAL CHARTS (Month ending December)
Courtesy of Virgin Retail

SUPER NES

1. **Street Fighter 2** Capcom
2. **Zelda 3 - Link To The Past** Nintendo
3. **Super Ghouls & Ghosts** Capcom
4. **Exhaust Heat** Ocean
5. **Super WWF** Ocean



NES

1. **Super Mario Bros** Nintendo
2. **Hyper Soccer** Konami
3. **WWF Stell Cage** LJN/Rare
4. **Home Alone 2** THQ
5. **Parasol Stars** Ocean
6. **Ferrari** Acclaim
7. **Tailspin** Capcom
8. **Spiderman** Acclaim
9. **California Games** DTMC
10. **Kickle Cubicle** Nintendo/Irem

MEGA DRIVE

1. **Sonic 2** Sega
2. **John Madden '93** Electronic Arts
3. **Speedball 2** Virgin
4. **Aliens 3** Flying Edge
5. **Desert Strike** Electronic Arts
6. **European Club Football** Virgin
7. **Alex Kidd Enchanted** Sega
8. **World Cup Italia '90** Sega
9. **Senna Super Monaco** Sega
10. **Terminator** Virgin

GAME GEAR

1. **Sonic 2** Sega
2. **Tazmania** Sega
3. **Terminator** Virgin
4. **Olympic Gold** US Gold
5. **Chuck Rock** Virgin

MASTER SYSTEM

1. **Sonic the Hedgehog 2** Sega
2. **Ninja** Sega
3. **Transbot** Sega
4. **Action Fighters** Sega
5. **Sonic the Hedgehog** Sega
6. **Black Belt** Sega
7. **Asterix** Sega
8. **Mickey Mouse** Sega
9. **Leaderboard** US Gold
10. **Prince Of Persia** Domark

GAME BOY

1. **Super Mario Land 2** Nintendo
2. **Super Mario Land** Nintendo
3. **WWF Superstars 2** LJN Ltd
4. **Home Alone 2** THQ
5. **Dr. Franken** Elite

AMIGA

1. **Sensible Soccer 92/93** Renegade
2. **Zool** Gremlin
3. **Archer MacLean's Pool** Virgin
4. **Premier Manager** Gremlin
5. **AV8B Harrier Assault** Domark
6. **Road Rash** Electronic Arts
7. **Nige's World Championship** Gremlin
8. **The Secret Of Monkey Island 2** Lucasfilm/US Gold
9. **Civilisation** Microprose
10. **Pinball Fantasies** 21st Century Ent.

ATARI LYNX

1. **Switchblade 2**
2. **Steel Talons**
3. **Batman Returns**
4. **Shadow Of The Beast**
5. **Kung Food**

DON'T AGREE, EH?
Here's your chance to do something about it. If you're sick of seeing the games you loathe riding the top of the charts, you can vote for your fave game and put it to the top of our Readers' Chart which will appear next month. Right on! Power to the people etc.

I'm a GamesMaster reader and my fave game is:.....on the .....

My address is .....

.....

.....

Run for cover! Here comes...

DOMINIK'S BIG PURPLE COLUMN

"...I've lived a life that's full etc."

Well thank you most kindly for fixing your beady eyes on my column once more. It certainly feels moist and yummy to be back between the sheets of the bulging four-poster of happiness that *is* GamesMaster magazine. By now, Christmas is just a distant memory, everything's either been eaten or broken, and Auntie Marisia is sober once again. I've always believed in kicking the New Year off with a bang, so it's especially tragic that this month's column is as awful as the last one. Never mind, there's always the next issue.

The first thing that has to be said is "respect" to all those who totted along to the fair city of Birmingham last month for GamesMaster Live! For those who were present, I thank you. For those who weren't, rest assured, we all bitched about you behind your back. Lots of the GamesMaster mag crew were there, including the boss "Mr" Jim Douglas, who, as well as helping me along with my live challenge commentaries (and believe me, the help was most prominent), accompanied me through the bottom of many a tall glass, as they say in the Midlands. No "respect" whatsoever to the father of one of the contestants who collared me after a show, bitterly complaining because I called his son a "tube" on stage. I can only apologise and add that (a) it was a live situation, (b) the boy is not really a tube and (c) the father *is*. Sorry if I caused any confusion.

DOMINIK'S TOP 5

It's time for another rundown of the five games which are filling my pants the most this month. All of the games listed are what my mother would call "a sound buy". Remember, these are only my opinions, so if you run out and buy the games and don't like them, don't complain to me, because I will find the whole thing hysterically funny.

1 Sensible Soccer 1.1 - Amiga

I know it was my number one last month, but it's still the best game ever. Its got the highest ever rating for a GamesMaster show review (97%). I'm playing it even more since the GamesMaster Live! show, because I took on the game's designer, Jon Hare, and he beat me 3-2, scoring in the very last minute. I was robbed. I will have my revenge. I think he played more than three foreign players and a re-match is imminent!

2 John Madden 93 Mega Drive

I know people are split on this. Some think it's a bit of a rip-off because there's not that much difference between this and *Madden 92*, but the *Madden* games are so stunning that even if they just changed the colour of

CLOSING CREDITS

This is the part of the column when I detail one of the people whose names appear on the credits at the end of GamesMaster. You can cut out and keep this series and all your mates will think you're sad. This month:

Cameron McAllister – Director.

Basically, Cameron decides what the show will look like. He is responsible for:

1. All those really lovely swooping camera shots.
2. Anything you see in the show and think "Coo that looks nice".
3. My red jacket (respect to Cameron).
4. The emergence of Auntie Marisia as a "mature" sex symbol.
5. Being the first person in the entire world to complete *Pilot Wings* six million times.
6. Wearing dodgy roll neck jumpers that make him look like the Captain bloke from Tin Tin.
7. The little voice at the start of GamesMaster telling the helicopter that it's clear to land.

Bet you feel you've known the man for years now.

Two of the Great Things In Television that wouldn't exist, were is not for Cameron McAllister, Director and all-round cardy-wearing geezer.

First – the swooshing camera. (Note *in* on the left and *out* above) And second, my red jacket. Respect, Cam, respect.

the bootlaces I would go out and buy a new version. This is slightly tougher, but it's the two-player experience that's essential. Speaking of which, if Mega Editor and GamesMaster mag contributor Neil "Neil" West is reading – I am ready for you!

because this football management sim does not take ten years of playing to complete a match. It's not as complex, but I've taken Woking to the middle regions of the Premier League. So, er, Woking must be brilliant or something like that.

3 Micro Machines

Mega Drive

This racing game was stunning on the NES and this version is even better. Race around table tops and baths in little racing cars, tanks, helicopters and other tiny ozone-destroying machines. Dead simple, but then so is Adrian Price. If you don't believe me about how good this game is, turn to page 48 and check out the mag's full review.

5 Pilotwings

Super NES

I know it's been out for a while, but this has to be one of the most original games released last year. The reasons I'm still playing it are because (a) I'm very busy usually, so I haven't had much time and (b) it's still fun to play even after you've completed it. Not that I'm that bothered, because (c) I haven't, because I'm crap.

4 Premier Manager

Amiga

Slightly more enjoyable to play on your own than US Gold's *The Manager*,

CACK COMPETITION

Finally, it's competition time. Last month I was flooded with entries for both competitions. The postman threatened to quit as his sack was so severely strained. In fact, there were so many entries that Jim Douglas phoned me up and said "Phew! You've had a lot of entries this month, Dominik." And as for those comps, I'll announce the winners in the next issue. In the meantime, this month's Cack Competition is as follows.

Complete the following phrase in 600 words or more:

I wonder if .....

You might find it quite difficult to write on this coupon, but there you go. However, if any of the answers match mine, you'll win a Mega Drive, SNES, Amiga, Neo Geo, ZX81 and a timeshare villa in Swindon.

Until next month, my friends – be moist!

VILLAIN OF THE MONTH

It's that part of the column when I have a go at someone or something that's been making my nips a little bit frosty. There's an Indian restaurant in Birmingham called, inventively enough, The Taj Mahal. It advertises a strange thing called a He-Man's Grill. I (and the Editor of this fine organ, perchance), purchased the aforementioned grill and behold, it comprised of two chops, two sausages, scrambled egg and four chips. It wasn't terribly He-Man, more of a Girl's Knickers Grill. These men are villains. Beware of any restaurant offering He-Man Grills.

DOMINIK'S FAMOUS "FRIENDS"

As promised last month, here's my exclusive rundown of teen pop sensations Take That and East 17. Both bands have been out to the rig – you'll see East 17 on a show very soon.

East 17 are so called because they come from Walthamstow, whose postal code is... E17!

Take That are so called because it rhymes with "total prat", which you are if you buy their records.

Take That, I have to admit showed signs of intelligence, but there was no intelligent life on planet East 17. Two members of the band were quite good at games, but they had a bad case of Dickheaditis. Only one member of Take That was any good.

Both bands think that girls are "really great".

CACK GAME OF THE MONTH

Well, it's been a close one this month, with so many games being released in the run-up to Christmas, but the winner by a length is... every single movie/celebrity tie-in! Yup! They're all cynical attempts by "The Man" to suck you into the industrial global village of mass consumerism. (*Steady on* – JD). What's more, the games themselves are cack, usually.

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TV NEW

Top pop songstrel Cathy Dennis from out of the radio fully enjoys Dominik's guidance during her *Mick and Mack – Global Gladiators* challenge. Catch her on the 21 Jan show.

Find out weather (arf) Ulrika manages to defeat her brother on *World Heroes* on the 28 January. Apparently, on the day of the challenge, there was sunshine, and rain and snow, but it cleared up later on. Spooky.

Top spearchucker Steve Backley, er, isn't on in January. But here's a pic of him for the girls.

The excesses of New Year have been and gone in a dizzying orgy of spirit draining delight and mind addling adventure – let's hope the celebrity excesses of GamesMaster haven't been forgotten in the wake of this wanton celebration!

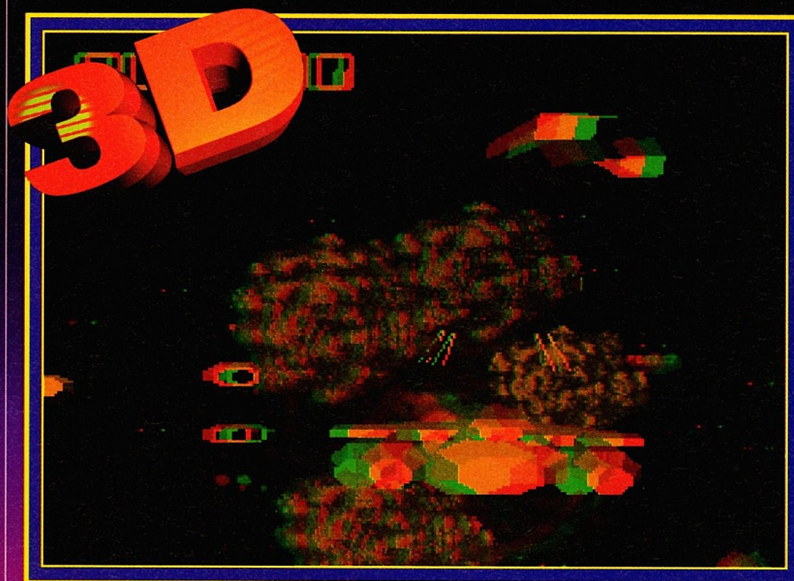
In case they have been, here's a full rundown of the treats to come over the next few weeks...

BABE BONANZA

Viewers are in for an absolute treat over the next couple of weeks, with a bevvy of beauties gracing the screen. Indeed, the staff at the rig had to arrange special security measures to deal with the crowds generated by the two latest star challengers.

Cathy Dennis makes an appetising appearance on 21 January, marking the on sale date of the second issue of GamesMaster magazine in an environmentally friendly fashion. Will she master the Mega Drive or get to grips with *Mick and Mack*, Virgin's *Global Gladiators*? Who knows? Who cares? Who's watching the game?

Hot on Cathy's heels comes Ulrika Johnson, host of the Gladiators, ex TV-am weather girl and all-round



FEB 4 IS 3D DAY!

England and Arsenal striker, Ian Wright, certainly proved himself match fit earlier in the month with some soccer style antics on *Super Kick Off*. Thankfully the ref didn't need his glasses...

...but he will do on the 4 February for GamesMaster's exclusive 3D game playing spectacular. The 'Maelstrom 3D-Challenge' has been designed especially for the programme and can only be truly appreciated with a pair of rather natty 3D glasses perched firmly on your nozzle.

Some perfectly fitting 'specs' have been secured to the front of this magazine for your enjoyment – generous eh? Once this 3D extravaganza has been televised though, don't discard them in haste – if nothing else, you could use them to stare at Dominik Diamond's Big Purple Column. His girlfriend swears by the technique. "Nothing else works," she claimed – and we believe her.

WHAT TO DO IF YOUR GLASSES ARE MISSING...

1) Slap the newsagent's bonce and demand a pair.
2) Buy you own GamesMaster in future, don't just read your friend's lovingly fondled copy.
3) Steal your grandmother's wire-framed spectacles and colour in the lenses with a couple of felt tip pens.
4) Run backwards and forwards between TV screen and sofa to fully appreciate the 3D effect.

VS

Oh dear.

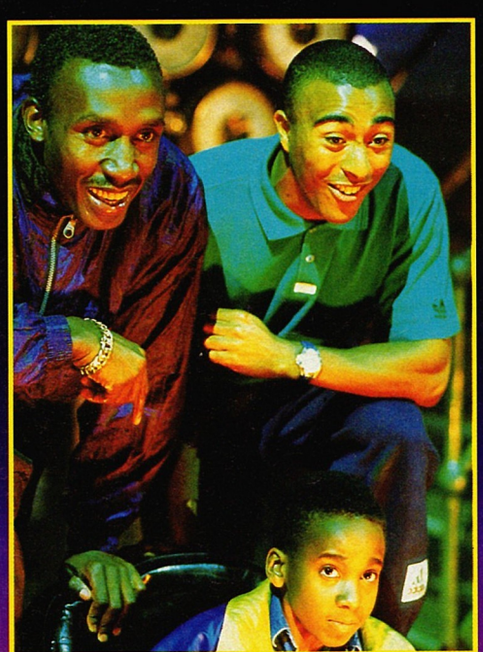
Scandinavian sweetie. She keeps it in the family on the Neo Geo beat-em-up *World Heroes*. Is she feeling under the weather or will sisterly love prevail when she faces her brother? There's only one way to find out. Tune in on 28 January.

HE WOULDN'T LET IT LIE

On 4 February the man with a stick... a joystick that is, appears on GamesMaster to ponder and play. Comic genius and advertising voice-over supremo Vic Reeves takes time out from his extensive research into dials to delight us all with a stroll through the living nightmare of Ocean's *Sleepwalker*, the official Comic Relief game.

Don that Red Nose for laughs a plenty.

For more information about *SleepWalker* and the third Red Nose day, turn back to the Network pages.



Oh, er. Here's a picture of Lindford Christie not winning Sports Personality of the Year.

Hockey ace Sean Curley and Big Red Costume Wearing Ace Kevin Conway slug it out for a late February show.

Look! It's that bloke off the Double Decker adverts doing a *Sleepwalker* challenge. What a refreshing change!

TARGET AUDIENCES

We all know that GamesMaster is the only true test of mental agility and eye to hand co-ordination in the world. However, Gordon Burns, the presenter of the Krypton Factor, believes otherwise and aims to keep his career and pride intact. Join him on 11 February for a sure fire Super Nintendo challenge with a subtle twist on the classic *Tetris*. Despite his sober suit and question-master's air, he's a bit of a games star. Prepare yourself for a shock.

18 February marks the appearance of East 17, who abandon the House of Love for long enough to decimate everything in sight on *Contra 3* – better known as *Super Probotector* in the UK, from Konami. For a fuller description of the East-ers' performance, turn the page and check out Dominik's Famous Friends.

Lastly, don't miss the GamesMaster's 'Gaming Grannies' feature or Nintendo champion Thomas Patterson. Tom takes part in a series of unsurpassed Super Nintendo head-to-head challenges, including an advanced preview of *NCAA Basketball* – a graphically stunning game that will soil underwear and perhaps be seen as one of the greatest sports simulations when all the other magazines catch up with reality. All this, and more top treats than your dear ol' Mum deserves on Mother's Day.

And with that, we draw a quiet veil over the comings and goings of celeb city, home of starry eyed spectacle and name-dropping nonsense.

Of course, megastars accept the GamesMaster gauntlet each and every week, but are they an essential part of the programme? If you have any opinions on this or anything else, write to:

Dominik Diamond's Purple Column
(A bit of a mouthful)
GamesMaster
Future Publishing
30 Monmouth Street
BATH BA1 2BW

And hey, who are we to dismiss democracy? Let us know which three celebrities you'd most like to see on GamesMaster and we'll have a quiet word with chrome dome himself. Not that we can promise anything mind you, but at least we'll be able to compile a suitably accurate top ten from your votes and laugh at anyone who plumps for Timmy Mallet. And by the way of a pert little compo, the first reader to accurately predict the chart's top three positions will win some exclusive GamesMaster goodies.

Next month, we'll be bringing you the final instalment of TV News for the current series of GamesMaster. After some six months of televised splendour, the big guy will be retiring from our screens briefly to dedicate himself to the pages of this magazine – until then though, keep watching!

Gordon Burns from the Krypton Factor tangles with the moderately ungainly Super Scope in a bizarre *Tetris* challenge. This is one you really ought not to miss.

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You see, this particular cave is a tunnel entrance to Domino Domain - a mini-world comprised of nine different continents. G.I. must negotiate many screens of mind-teasing problems. Each level has a door to the next. To open the door, the "Trigger" domino-block must be felled by causing a chain reaction with all of the other domino-blocks in that level.

Pretty easy...NOT!

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SHOOT YOUR FRIENDS!

Don't worry. This isn't what the game is like to play. These are in fact a couple of the builders "testing" it. When you have a go, it'll be all dark.

It's all well and good controlling rock-hard, hardware-handling heroes with a joystick, but wouldn't it be smashing if you really were, say, a space marine running around an alien-infested station, blasting the plap out of anything that moved?

Not in some sad type of CD-I interactive movie or Virtual Reality way, you understand. This would be for real. The laser gun is actually in your hand. Your surroundings are dark and ominous. There are a dozen unfriendly types out for your blood and that of your 11 fellow troopers.

What was that? It's hard to tell. Flashing lights puncture holes in the darkness which are quickly filled by the sound of screams. It's a jungle in here.

Red laser beams cut the thick smoke inches from your face. The noise came from over there! Or was it over there? There's no time to decide. You dive to the right, rolling like a pro, unleashing a stream of shots as you land, firm and unscathed, beside a ladder. The air around you is crimson with laser fire. The only way is up...

Gladiator Lightning tangles with some dangerous aliens. Er...

With your gun hanging around your wrist, you cautiously climb the ladder. The small bank of active green lights on your body armour seem like beacons, and the short climb lasts forever. Your head has never felt so large as you peep through the hole in the floor. Can you see anything? No, but that doesn't mean there's no-one around...

You pull yourself together and to your feet, hugging the wall. There's a rope hanging over a hole in the floor only a few feet away. Go on, make the break... You grip the rope and swing to the other side. That was close – falling into the safety netting would have made you a sitting duck.

You still are, and here are the trigger-happy enemy to prove it. Two of them. One. (Nice shooting, son.) None. But not for long. Move it! Look, another rope. It leads to the lower level. You take it, half climbing, half sliding down the three-way slope and end up swamped in a two-foot deep pool... of plastic yellow balls! Glooping sounds mock your attempts at dragging yourself out of your quicksand-like surroundings and on to an inflatable island sporting large erections. You make it, and not a moment too soon. The enemy's hot on your tail. Rapid fire

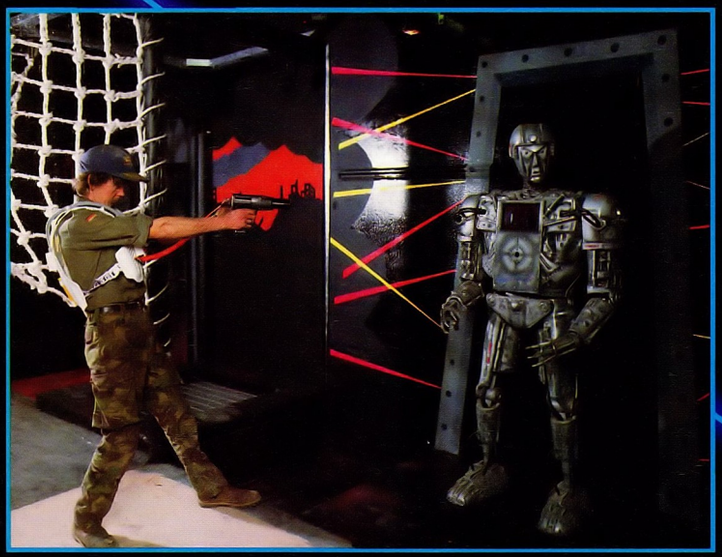
Exploring the Labyrinth is a dangerous business. Armed goalkeepers try to prevent you from scoring. (*Are you sure about this?* – JD)

Deadly droids patrol the Labyrinth, blasting any careless explorers who are unfortunate enough to cross their paths.

Balls! And lots of them. These little yellow suckers litter various stages of the Labyrinth, providing soft'n'safe places for the players to dive into as they dodge incoming laser bolts. If you think this looks like the most fun you've had in years, you'd be right!

in their direction lets them know that you know.

You run for cover and clamber over icy blocks. As you dodge the huge icicles, the noise of freezing wind sends a shiver down your spine. Watch out! Laser fire from above. Quick! Take that narrow walk-way. Don't look behind you – just shoot. Climb that ladder. Over here. Now where?



You just never know when one of these cybernetic fiends will pop up next. Here we find one barring the door of the gents' lav.

There's a barely-visible hole to the left and another straight ahead. You throw yourself forwards, head-first into the blackness, and slide down the darkened tube, blasting like crazy as you emerge into the half-light. You arrive on the lower level with a splash to send dozens of blue plastic balls flying. There's no-one else here. Not yet.

Keep moving. Keep shooting. Keep your cool. And keep 'em peeled for that robot with its laser eyes...

This is The Labyrinth Of Doralia, in Cleethorpes, of all places. Its creators – Mitco Softlands and Laser Force UK Ltd – reckon it takes laser play into a new dimension by providing a more adventurous environment than its counterparts. Doralia's intended for "individuals of all ages, and any levels of fitness and ability", but you do need to be at least as tall as the 42-inch robot which is painted on the wall beside the entrance.

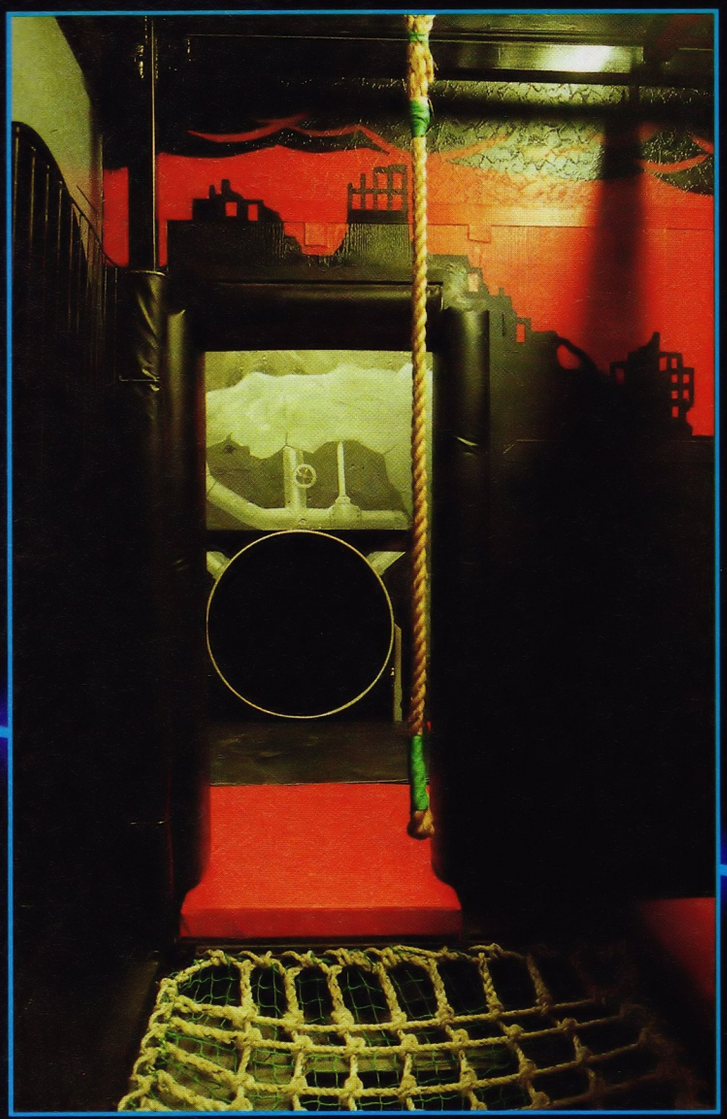
The scene is set from the moment you enter the changing room where you slip into your lightweight plastic body armour to which a laser pistol is attached. At this point you may well feel a little silly. But don't fret – you can't help but forget once the action has got underway.

Your fetching outfit allies you with one of two teams – red or green – and each has its own animated robot in a cage situated at opposite ends of the arena. The mechanical monsters are deactivated when they are shot 50

WHAT'S NEXT?

David Byrne of Laser Force UK Ltd reckons The Labyrinth Of Doralia is only the beginning. "The only limits are our imaginations," he says. With ideas flowing thick and fast, work has begun on new adventures, but the sites have yet to be announced. Let's hope they prove more accessible than Cleethorpes for the south of England.

There's certainly enormous potential here for bringing computer and console entertainment to life and creating more believable and interactive cinematic simulations. It looks as though real-world shoot-em-ups are just around the corner!



Just one of the high-tech pieces of kit available to interact with is this cyber-cord. Alright, it's a rope. but it works and everything.

Here we are in the industrial futuristic zone. (*Is that it?* – Ed) Well, yeah. Nothing else is happening really. Oh, there's a dial on the wall.

times in the chest by their opponents.

Then, from the ceiling in the centre of the playfield, a target is activated. It spins slowly through 360 degrees, down and up, up and down, ready to be shot 30 times by the team responsible for deactivating a robot. The team which manages to shut down the target is declared the winner.

The 3,200 square feet, split-level playfield comprises four different themed areas: Lost Civilisation World, Ice World, Future World and Post Nuclear World.

In each world there are assorted outsized soft obstacles – some forming an integral part of the terrain, others hanging around – and appropriate sound effects to be heard. (Even though the areas aren't completely sealed off from each other and you can see and hear the other players in the arena, the spot effects don't mingle to taint the atmosphere.)

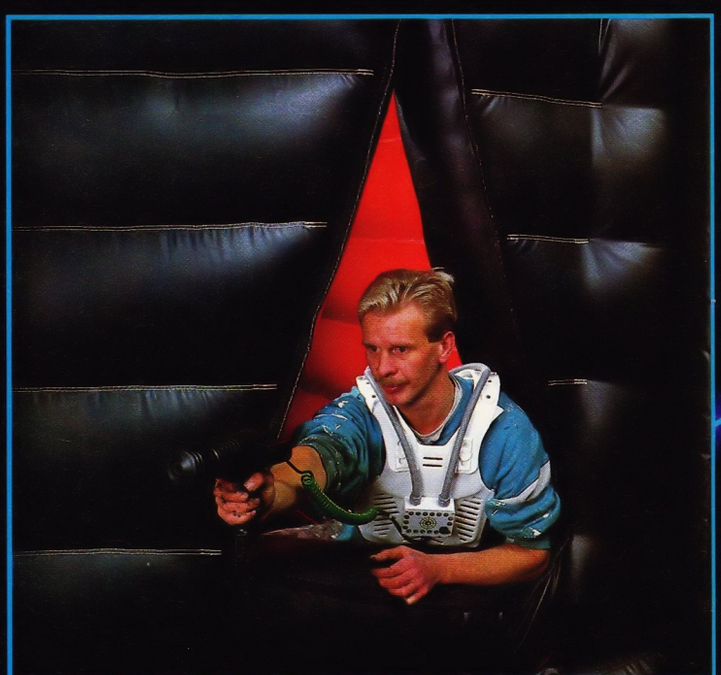
With the darkness, smoke, lasers, strobe lights, spot lights and sounds, the playfield resembles a Duran Duran video, or the set of GamesMaster even.

Running around The Labyrinth Of Doralia is a blast in every possible sense of the word. Confidence courses through your veins. It doesn't matter if you fall over. The body armour and laser gun are both made from lightweight yet sturdy plastic, and the floors and walls of the playfield are covered with the sort of plastic-coated foam found on Diner furniture, so you can throw yourself around with gay abandon – just like your favourite silver screen hero.

That's a laugh, but it's not as big a hoot as trying to negotiate the bouncy inflatable obstacles or the pools full of hundreds of plastic balls which feel like quicksand. It's enough to make you feel like a six-year-old dare-devil-may-care kid again.

A game costs £3.00 and lasts 15 minutes, which seems reasonable value given that you could blow the same dosh playing some comparatively boring arcade machines or a Virtual Reality system.

The Labyrinth Of Doralia is found at FairWorld Leisure Arcade, 50 Alexandra Road, Cleethorpes, South Humberside DN35 8LE. (If you are driving to the Leisure Centre, with the seafront promenade to your left, FairWorld's on the right, next to the chippy – you can't miss it).



The best thing about the Labyrinth is that everything is lovely and soft, so you can career about all you like without hurting yourself.

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GAMES WELL WORTH SHELLING OUT FOR

TRAILERS

Arrooooga! Arrooooga! This is a red alert. This is not a drill. We have 13 fully prepped previews headed straight for us at 3 o'clock. Prepare for, ahem, reading stations.

Alien 3 34

Ripley, some dark corridors and some aliens. You get the idea.

Cool World 40

Funny how the *computerized* version of a *drawing* of Kim Basinger is enough to get some people all hot under the collar. But will the effect be as strong in Game Boy-o-vision?

Dark Seed 32

That HR Giger, eh? He's a funny bloke. All that Necropolis business – what's that all about? And now he's programmed a game? Amazing, isn't it? (*Are you entirely certain of this fact* - JD)

Flashback 38

Another World wowed, well, everyone really with its innovative approach and cinematic scenes. The sequel is looking even better...

Global Gladiators 32

If you thought McDonald's Kids were ugly, spotty layabouts who hang around shopping precincts, prepare yourself for a surprise.

Humans 41

The graphics have been improved but that spot-on gameplay has remained untouched. It says here.

Lemmings 2 35

This time it's tribes. They can ski and jump and parachute! But was that marvellous playability of the first game a bit of a, well, fluke?

Lethal Weapon 40

Are we talking Hudson Hawk or Nightbreed?

3D SPECIAL! Maelstrom 3D Challenge 30

Prepare your 3D specs if you will for a preview of a real, real honest to God 3D spectacular.

Robocod 42

As the Amiga world prepares itself for the third instalment in the James Pond series, SNES owners are about to enjoy the second. And thanks to the fabness of the machine, the SNES version has a number of tweaks and improvements. Amazing, isn't it?

Super Hero 36

Fed up with being saddled with "super" heroes who don't quite do as you'd like? Well now you can create your own!

Super Kick Off 41

The best football game of all time ever – and that's official – comes to the Mega Drive.

Tornado 36

Digital Integration produce rather good flight simulators. And this is their latest.

But hold on? What's this lurking at the bottom of the page? Could it be some sort of fiendish reader-response sort of device? No. Couldn't be...

THE GAMES ARENA

Okay. So you've seen the challenges on the show. Pretty gripping stuff, eh? Well now we've got the chance for you to enter into one of *our* forth-coming challenges. All you have to do is fill in the form below and you could well be selected to do battle with games heroes from the mag or programmers or software business types. If you're selected, we'll whisk you away to a secret games-playing location (which will probably look extremely similar to our office), fill you up with crisps and pop, and subject you to a day of gaming which makes the Krypton Factor look like a doddle.

And, of course, the results will be documented in the impartial and fact-driven style of the mag.

I CHALLENGE YOU!

Name: .....

Address: .....

.....

.....

.....

I am actually rather good at games and am just the sort of photogenic and load-salaffs bloke/lass that you'd like to spend the day with.

Signed: .....

PS Here are some high scores to prove my brilliance:

Game	Score
.....	.....
.....	.....
.....	.....
.....	.....
.....	.....

3D STARFIGHT

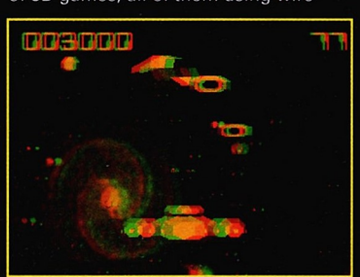
FROM - MAELSTROM
PRICE - £34.99

FOR - PC
AVAILABLE - MARCH

Oh yeah. 3D. Right. All you get is green and red images and hurty eyes. At best you get a brief feeling of lightheadedness as your brain desperately tries to unscramble the confusing signals it's receiving. Well, that's the way it used to be. Now things are different. Maelstrom (the company founded by Mike Singleton, the man behind such gaming classics as *Lords of Midnight* and *Midwinter*) are nearing the completion of *Starfighter Ace*, a fully three dimensional game scheduled for release in March.

The design of *Starfighter Ace* grew out of the concept for a 3D challenge for the GamesMaster show (see opposite), but Singleton's involvement with things 3D goes back a lot further than that. "Back in the mists of time I wrote a game called *3-Deep Space* for the BBC which also used the red and green glasses. The only trouble was, you had to have 20-20 vision for it to work.

"Since then, there's been a handful of 3D games, all of them using wire-frame graphics, and none are particularly successful."

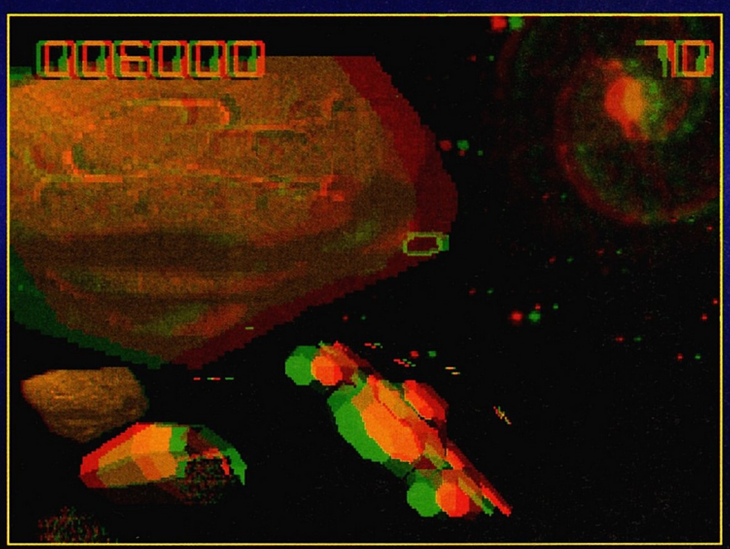


Don't worry if the 3D doesn't work for you immediately – just give it a couple of seconds and your brain will adjust...

Right. Glasses on! Stay calm! Concentrate on the screen. Give it a couple of seconds... coooooooor!

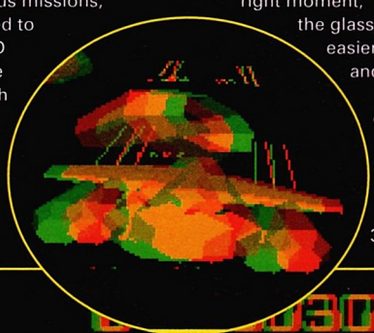
There are two major differences between *Starfighter Ace* and its predecessors. For a start, the graphics are all solid shapes drawn in real perspective, making the game look rather splendid. And also, the 3D actually works.

The Maelstrom team are working around the clock to complete the game, and the results are looking nothing short of spectacular. The finished game will take the form of a fast and furious space epic, with the player embarking on various hazardous missions, each one guaranteed to present plenty of 3D thrills! There will be realistic planets with highly-detailed surfaces. There will be a massive array of weird and wonderful alien spaceships and there'll also be fully animated 3D heads of all the alien beings that you'll meet!



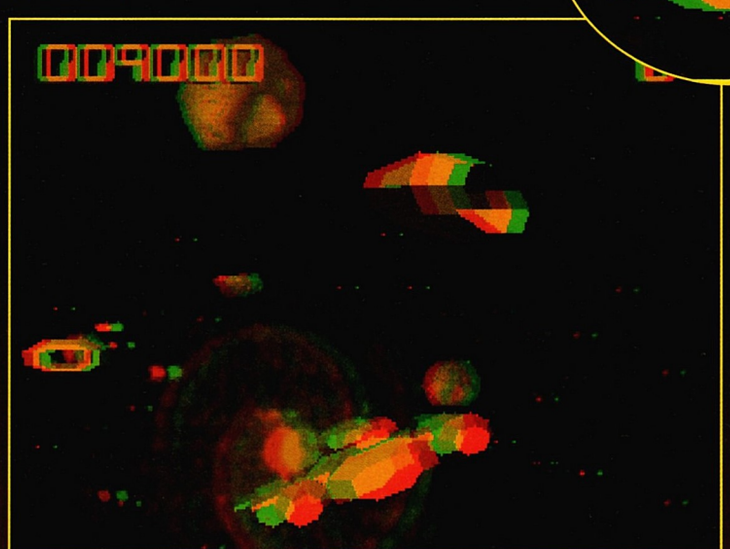
Pilots of the Starfighter Ace will have to dodge huge asteroids, um, like this one which should be floating just in front of your face.

Of course, working in three dimensions allows for even more seat-of-the-pants action: "To succeed in the game, the player will need to judge distance and depth quickly and accurately so he can dodge or weave or blast at just the right moment," says Mike, "With the glasses on, it's so much easier to judge distance and depth."



So why isn't everyone doing it? Well, it's worth remembering, though, that programming in 3D is a pain in the arse. With any fast action game, the biggest technical problem lies in making the graphics run as fast as possible. With Real-3D, the problem is even worse; the graphics have to run twice as fast as anything else. That's because for every frame two different pictures have to be built in to the machine's memory; one for the left eye and one for the right. Then they've got to be mixed together before placing them on the screen. And that's aside from the usual nightmare of mathematics involved in drawing polygon shapes in the first place!

So, have the boys at Maelstrom tapped into the next generation of flat-screen entertainment? You'll just have to wait and see.



Cor! What's going on *now*? There's a sort of stripey ship flying out of the screen at us! Amaaaaaazing!

Boom! Judging the distance of objects in 3D is lots easier, so how our player can miss this floating space-pebble is beyond reason.

ER ACE

ATTENTION!
USE YOUR FREE GLASSES
NOW OR THESE PAGES WILL
LOOK DECIDEDLY UN-3D
AND, ER, CRAP.
STOP... ■

3D TUNE IN!

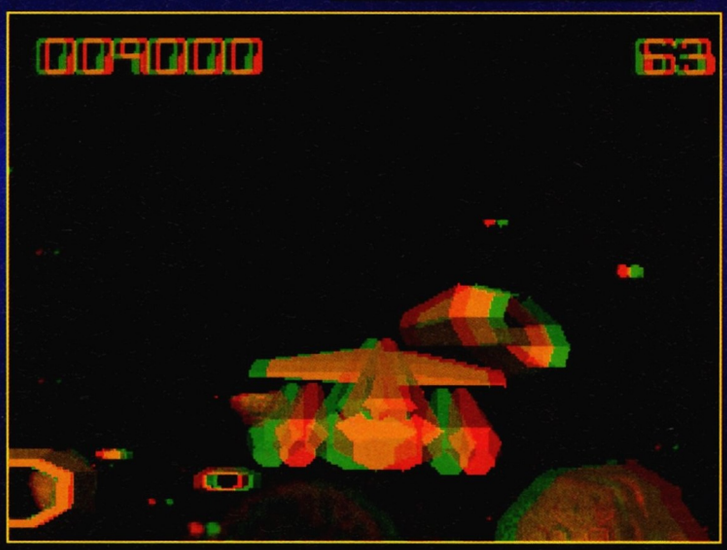
Remember to don your specs as you tune into the 4 February edition of GamesMaster to fully enjoy the visual splendour that *is* The Maelstrom 3D Challenge.

The aim of the challenge is simple. In the far, far distance lies a huge, silent mothership. The challenger must pilot the starfighter as quickly as possible towards the mothership, dodging and weaving and blasting through a storm of meteorites and space junk. Eventually the aim is to successfully dock with the mothership. Every time the player crashes into a piece of debris, a piece of his ship falls off. If enough bits fall off, the ship is kaput and the challenge is then over.

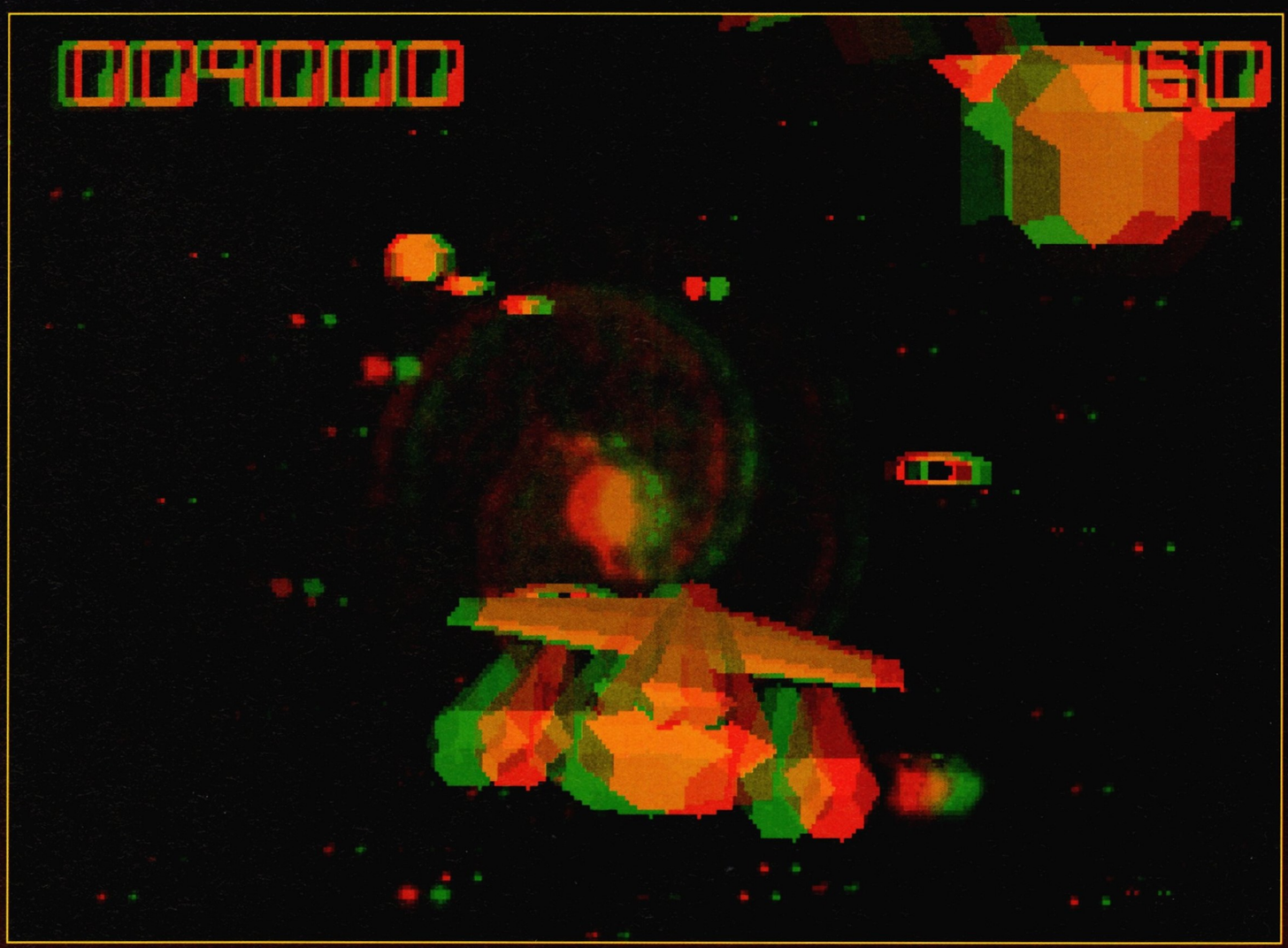
Whatever the outcome, it'll be a gripping challenge, and all in 3D!

WHAT NEXT?

The Maelstrom team are making confident noises about other applications for their 3D system, predicting that instead of being just a one-off, *Starfighter Ace* is in fact just the start of a series of 3D extravaganzas; "It's not just 3D Challenge. Any game like a flight sim or Formula One simulator where you could fly or drive into the screen would really spring to life with our 3D techniques. Not only would the screen look more real, but the game would be easier and better to play – when you're trying to overtake Ayrton Senna, you can't just take a guess at how close he is! Even Nigel couldn't do that".



The toughest part of writing a game in 3D is the speed, because you've got to draw the screen twice – once in red and once in green.



Whoaaa! In full effect! You join us as our intrepid pilot flies right into the heart of a spinning cosmic thingy!

DARK SEED

FROM - CYBERDREAM
FOR - AMIGA

PRICE - £34.99
AVAILABLE - NOW

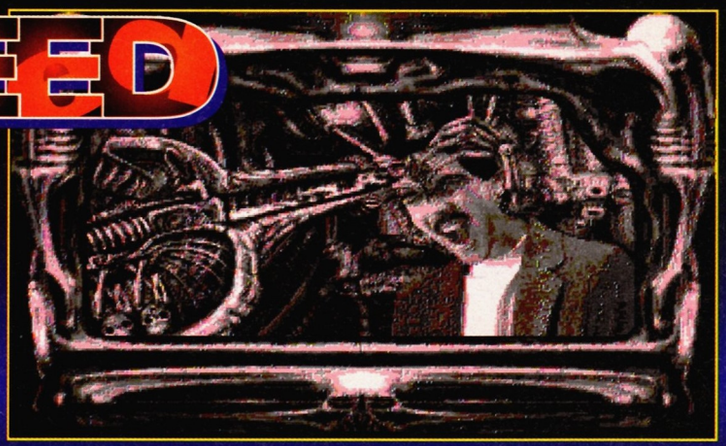
Each part of the house contains a clue. Look closely, even the maggot infested fungus ridden ham sandwich might be of value.

Everyone's heard of the brilliant sci-fi film Alien. The grotesque and Gothic creature which systematically killed everything in its path and didn't care what anybody said. The man who came up with the design, HR Giger, was given an Oscar for his design and now he's let some of his artwork (some of it similar to the artwork used in Alien) be incorporated in the game of *Dark Seed*.

Dark Seed begins with you taking control of Mike Dawson. Mike's a run of the mill, ordinary, Joe Bloggs kind of guy... until today that is. You see, Mike's had a bit of an accident – some sort of alien has got into his head and he's got three days to get rid of it. (And you thought *you* were having a bad day)

The alien is not the one from the film, but another of Giger's designs and this too looks quite horrible. The game is split into two parts, the Normal World and the Dark World, which is also known as Biomechanical World.

This is the basement where lots of little furry things scuttle across the floor. So watch your step and look for those clues or secret passages. Then it's back upstairs for lunch.



"Okay, okay come on guys, I'll pay my Poll Tax if it means that much. But is there any need for alien embryo implantation? Can't we just talk this through like man to alien, I mean really."

The alien culture in question is, in fact, an ancient and dying civilisation of evil biomechanical creatures (phew), who have, without asking, chosen Mike to help them procreate.

The game uses a point-and-click system to move Mike around his environment. Click on the door and he'll go to another room, click on an item and he can pick it up and carry it around. He has a rather large inventory in which to store objects and there are many

Oh My goodness, I've just experienced Déjà Vu. I think I'll have that ham sarnie now. Aliens eh!

Out on the patio it's a fine day to do a spot of bird watching, even if it is the feathered variety.

MICK AND MACK

GLOBAL GLADIATORS

FROM - VIRGIN
FOR - MEGA DRIVE

PRICE - £39.99
AVAILABLE - MARCH

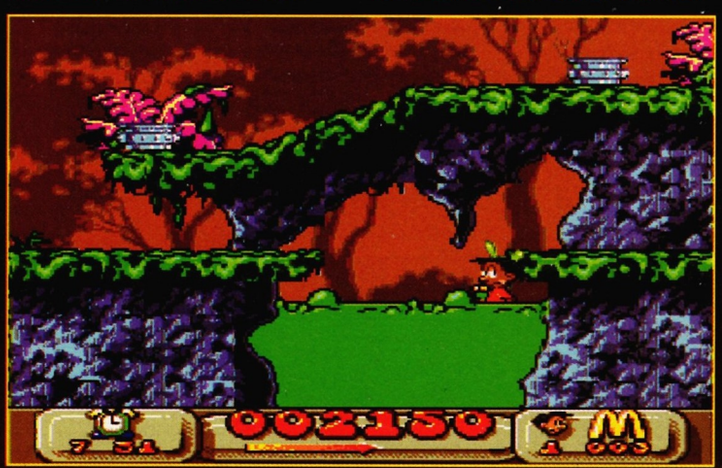
Can't you just imagine the scene? A top McDonald's executive sitting in his office thinking "How are we going to cash in on the popularity of these so-called video games? I know. We'll phone Virgin and get them to do a game involving some seriously cool kids an' that."

The rest is history. A plot was hastily cobbled together, involving two trendy kids Mick and Mack, reading a comic called Global Gladiators in (yes, you guessed it) a McDonalds outlet. Then suddenly the unthinkable happens, Ronald McDonald appears and whisks the kids off to somewhere known as Slimeworld.

The kids, both of whom you're supposed to see as role models, end up in what can only be described as a multi-colour, multi-layer parallax scroller. And at this stage it is looking pretty impressive.

Mick and Mack is shaping up to be the sort of game which needs to be played rather than heard about. The idea of the whole thing is, to be honest, slightly off-putting. A McDonalds licence smacks heavily of band-wagonism which really doesn't do it any favours. But so far, the game itself, viewed just as a Mega Drive-related piece of entertainment, is seriously heading towards corkerdom.

There will be 12 levels, each packed with this multi-parallax thing. What this means you'll be able to view some totally amazing backgrounds. The lads don't do themselves any favours by shouting "Yo!" and "Awesome!" at various points in the game, but the samples used are very good quality; and the words the chaps use can be ignored when you see the stuff they



Mick (or is it Mack?) runs into seriously bad trouble when he lands in the gloop. Such are the perils of filling the world with toxic waste.

Some annoyed peas gang up on our "heroes" and kill them.

Firing the glob-gun is the only way to escape the mess. Apparently.

CAN ANYONE WHO'S EVER SEEN THE FILM "IT" EVER TAKE RONALD MCDONALD SERIOUSLY AGAIN?

"I wonder what's up in the attic thinks our hero." Knowing his luck it's probably a hungry Alien.

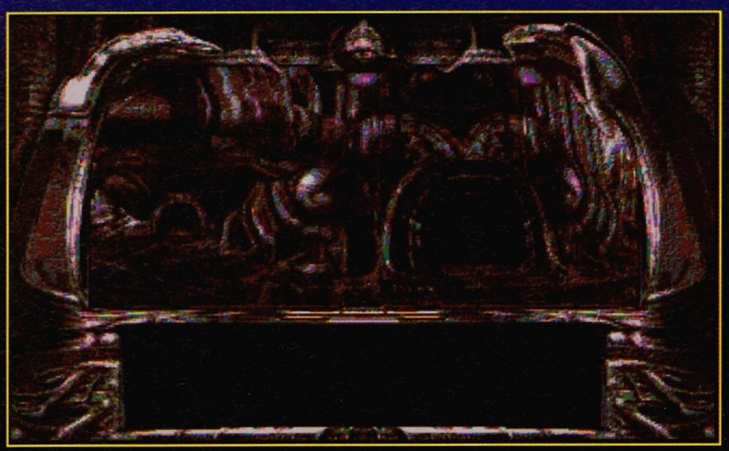
No, it's nothing but a couple of smelly old chests, probably full of old toys or beetles or something.

"Oh well can't stand around chatting to no-one I'm off." senile dementia sets in early, says Mikey.

Instead he gets into the shower, which looks spookily like the showery scene in Alien 3.

puzzles to be solved. Little scraps of paper to be found and jumbled together to give you the next clue, that sort of thing. The game also gets darker as the day goes on and if you leave Mike out to long he'll fall asleep, get arrested and so land himself in some deep trouble. Mike can interact with all the people in this 'world' and speak to them. They reply through a window full of words and clear sampled speech – from this Mike slowly learns of his predicament and sets out to solve it.

This was originally a PC game and a bit on the slow side – the main sprite walked around like a sloth. On the Amiga version this problem has been taken care of and the game runs even faster on an A1200 (this is one of the games that does benefit from having an A1200). The game comes on seven disks, so it would benefit from a second disk drive or being installed onto a hard drive. Expect a review soon.



This is what Giger's artwork looks like in the game. It's very 'Alien' in the way that it's been drawn and should give Giger fans a real treat. These shots are taken from Dark World, the second part of the game.

After waking up early one morning, to do his paper round. Young Youth Hosteler Mike Dawson, is about to find that it's going to be a very long day. Still there's always the three Shredded Wheat option.

have to deal with.

Splodge creatures, spawned of toxic waste, are attempting to take over the world, and only Mick (or Mack) can stop them. By cleaning up these guys, they're also ridding the planet of noxious chemicals and making the rainforests grow again (or something). Thus, by playing the game, you're supposed to be gaining awareness of the damage being done to the Earth.

This could be slightly confusing because it portrays the ecological disasters facing the planet as a race of globby creatures who attack by spewing a particularly virulent strain of runny snot at you. You and I realise that this is something of a simplification of the real issues, but how many tiny toddlers would?

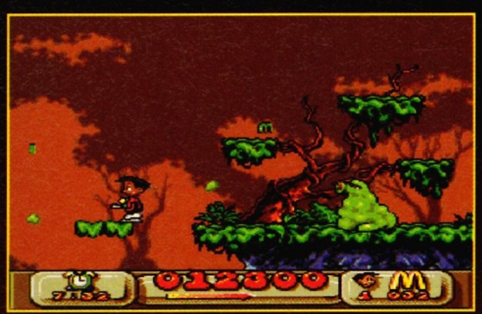
The only point with the game is that at the moment, there isn't a two-player option – a bit strange for a game with two players named in the title. But if you can forget this bit of eccentricity, *Mick and Mack* looks to be a storming platform game with some great gameplay and pretty backgrounds. Oh, and the characters themselves look great, even if they are snotty-nosed brats. Virgin are claiming 250 frames of animation for them alone, which means you get to see them chew gum, do high-fives, muck about on the edge of precipices and, presumably, go to the toilet to rid themselves of the huge McDonalds meals they're entitled to, being affiliated cartoon characters.

Anyway, this game looks (tentatively) like it could be heralding a new age in scrummy games. Look out for this one. It's going to be much better than it sounds (maybe the McDonalds name means more to you than it does to us, though)... And the review is steaming its way towards GamesMaster faster than you can say "A Double Whopper with fries to go." (*That's Burger King.* Ed.)

Such beauty, such parallax scrolling. It's worth the global eco-disaster just to see this stuff.

Deep in the forest, the trendy child runs up against his greatest fear – the joypad being yanked out.

Stop faffing around with those girders and start mending the hole in the ozone layer, you git.



See if you can spot the tiny M symbol which means that this has been a McDonalds production. Yes, it's above the glop-creature.

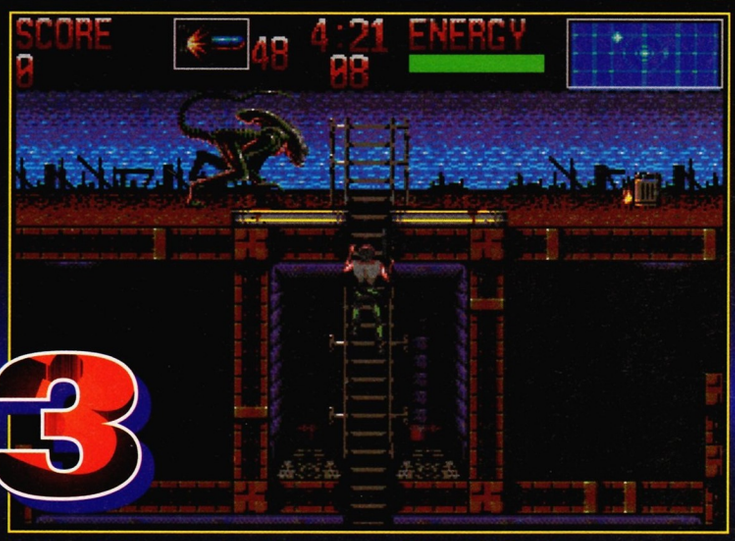
Another frame of astonishing animation. No, really. The animation in Mick and Mack isn't done justice by the static printed page.

The ecological implications of this building site have not passed our chums by unnoticed. Here they investigate by jumping around the place.

No Ripley that's not a face hugger, it's someone's glove.

We've invented a new kind of dance here.

ALIEN 3



Er, I wouldn't go up there if I were you Ripley. If this alien was bleeding and it fell through that trap door, would that make it an acid drop?

FROM - ACCLAIM

FOR - AMIGA

PRICE - £29.99

AVAILABLE - FEBRUARY

In 1979, Alien, one of the best science fiction movies was filmed; in '85 Aliens made it onto the big screen and now 13 years later the third film in the series has been released. Alien 3 is set on the mining planet and penal colony of Florina 161, affectionately known as 'Fury 161' to its inhabitants, all of whom happen to be murderers and rapists of women. The latest film in the cult sci-fi movie trilogy has Ripley facing the solitary Alien – weaponless.

As this would make for a rather dull game, Acclaim have used a little artistic licence to give you an impressive arsenal of weapons to ensure you get through the game without falling asleep. In the film Ripley only has her wits and cunning to protect her, oh yeah and a kitchen knife (whoopee doo). The only resemblance to the film appears to be the scenery – it contains loads of aliens, while there is only one in the film. You have to rescue prisoners who are being held ready for impregnation, unlike the film where they were just killed ruthlessly by the Alien. Not nice I know but, hey, that's showbiz. The Amiga version is basically a conversion of that for the Mega Drive, which to all intent and purposes, is absolutely identical to its console cousin.

The main aim of the game is to rescue each and every prisoner and get to the exit before the time limit expires or before you die horribly with an alien bursting from your insides. You have to scurry around the airways to get to different parts of the prison and save the hostages. You can collect power-ups to replenish your various weapons which range from grenade launchers and flame throwers, to pulse rifles and hand grenades – you'd be well advised to look out for them because after a while you'll need them.

The finished game will have 15 levels and these will represent all of the prison colony. You must go all over the colony and wipe out the infestaton.

From what we've seen it looks pretty good and could become one of the better platform games on the Amiga. Expect to see the game out around Februrary.

On the floor is a time bomb. Ripley is standing too close to the bomb. She should climb up the ladder.

Grenades as well huh! There's no motion on the motion tracker so throwing it is a waste of ammo.

Why weren't there any weapons in the film? Ripley is running around with a pulse rifle.

Despite the fact that if she blasts this alien she would get covered in its acid blood, Ripley still lets rip with her pulse rifle. Talk about dim.

Ripley has about as much intelligence as she does hair. The alien is on the other side Ripper old girl. At least we won't see an Alien IV movie.

The big deal with the new Lemmings is the fact you can empower the Lemmings with crazy abilities. Here we have a bunch of balloonists...

...whose aerial abilities can get them out of (and into) many a tight spot. The fan icon here determines the strength and direction of the wind.

LEMMINGS 2

THE TRIBES

FROM - PSYGNOSIS
FOR - AMIGA

PRICE - £29.99
AVAILABLE - FEBRUARY

Here in Dark world, Lems are covertly dressed as Ninjas. Bright fluorescent green Lems don't work that well and should be avoided at all costs. Plus it isn't fashionable.

As in all great games, unless they've got a scary green monster in them, they just aren't great.

Two years ago, a pack of small furry animals (well, rodents really) were released into the big wide world. They were the Lemmings. Small in stature and blue in colour, they were a bunch of clumsy suicidal maniacs and it was your job to save them. The game was a smash hit, and was translated to nearly every format you can think of.

Now, the Amiga has the sequel. Unlike the first game, the second allows the player to empower Lemmings with abilities specific to certain levels. On snow covered levels they can ski and throw snowballs. On other levels you'll need to master Lemmings that fly, windsurf, hang-glide, ice-skate, and swim. Just about any activity that you can think of – these little guys will do it. There are 60 different 'occupations' in all, and these are separated into 12 tribes. Scattered about the land of Lem, a sacred medallion has been split into 12. It's your job to regain all the pieces. The various lands are based on themes; Egyptian, Highlands, Darklands and Medeival are just a few of the 12 landscapes.

Here in Beach world the Lemmings do a spot of surfing on Daytona. The clam, on the other hand is wishing they weren't.

Circus world: This sees the debut of the Amazing Lemming Bros. Leon, Lionel, and the crew get on down with a spot of trapezing.

The most important differences between the two games are as follows. The screen scrolls in four directions (the levels are very big, just to add to the confusion). If a Lemming falls from a certain height, instead of dying horribly, he'll just get back up, dust himself off and carry on walking. If he falls from a greater height, it's off to the great Lemming heaven in the sky.

Nearly all of the original characters have had a major overhaul and now sport smarter designs in the way they do things. The vertical diggers now jump up and down instead of digging and the floater has a multicoloured umbrella (not much admittedly, but it looks nice).

This should have been released in time for Christmas, but has been delayed due to the programmers making it a tad more fiendish than before. If this isn't one of the biggest hits of '93, then it'll be one of the shocks of the year, but I have a sneaking suspicion that it will make it to the top, with a little help from a blocker and a floater and a...

THE MAGNIFICENT EIGHT RIDES AGAIN

Considering that their real-life counterparts are wretched dirty little ratty things which kill themselves, these electronic Lemmings are quite lovely.

Here we see eight of the little dears in their games costumes. As you can see, they're all, er, very nice.

Commando Lemming: Silent. Deadly. Explosives expert. Cuddly.

Mountaineering Lemming: Tough. Resourceful. Strong. Cuddly.

Robin Hood Lemming: Crack shot. Cool. Calm. Collected. Cuddly.

Caveman Lemming: Brave. Cunning. Adventurous. Cuddly.

Icey Lemming: Hardened to the cold. Expert skier. Cuddly.

Astronaut Lemming: High technology transport expert. Cuddly.

Woodsman Lemming: Utterly bonkers. Axe murderer. Cuddly.

Another Caveman Lemming: Eats giant chicken drumsticks.

TORNADO

FROM - DIGITAL INTEGRATION
FOR - AMIGA
PRICE - TBA
AVAILABLE - FEBRUARY

The Tornado wasn't a very good plane at all, if Top Trumps were to be believed. It wasn't as fast as the SR-71 Blackbird, nor was it as powerful as the F-14 Tomcat. So what exactly was the point of the thing, then?

Well for a start there are two variations of the Tornado. The IDS (Interdictor/Strike) version is the one people in Wales continually complain about as it hacks down the valleys at speeds and heights which make your bot pucker.

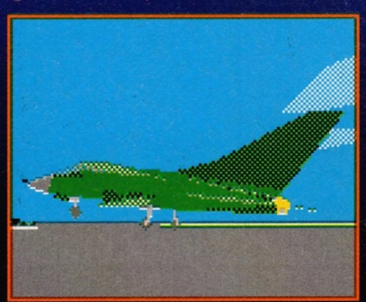
The ADV (Air Defence Variant) is another kettle of fish entirely. It's designed to fly high and intercept those naughty foreign folk trying it on in British airspace, consequently it is a bit of a dog-fighter on the sly.

The other notable thing about this sim is that it gives you the chance to sit in either seat of the Tornado. Tornados, you see, have two chairs. The front one is for the pilot and the rear one for navigation and weapons selection. You can switch between the two with the practised ease of a Cabinet Minister or circus clown.

Digital Integration are busily cramming as much ground detail as they can into the game. It's played in combat zones of 100 miles square, and each of these zones contain over 16,000 static objects to fly around and peep at. As well as that, there are also fields, rivers, roads, railways and other natural stuff to bounce off at 600 mph.

The idea is that as the Tornado IDS spends most of its time below 200 feet, so the graphics must be both detailed

"Are we nearly there, yet Dad?" No, son. We're stopping at this hangar for cluster bombs, airfield denial weapons, Kit Kats and a couple of items of that crap porcelain which garages always seem to sell.



Amazingly, the Tornado does have such a large tail-fin. It doesn't stop it from looking stupid, though.

The low-level flying is pretty scarifying when you're in the cockpit, but it looks great from outside too.

SUPER HERO

"Look at that punch, eh?" "Let's see him punch with a sledgehammer between his shoulders."

FROM - PSYGNOSIS
FOR - AMIGA
PRICE - £29.99
AVAILABLE - LATE JANUARY

If you've ever been distinctly unimpressed with the powers and abilities of existing TV and movie super heroes, then why not create your own? Give them ridiculous, clashing clothes. Make them wear their underwear on the outside. Palm them off with a silly name. Make it necessary for them to utter a ridiculous phrase in order to access their secret powers.

Psygnosis' Super Hero is a cross between a standard beat-em-up and a construction kit. In the first section of the game you enter a laboratory and design your awesome crimefighter – male or female – and, in the game proper, send him into battle against the scum-sucking criminal dregs of the diseased bowels of the city.
(*Please!* Ed.)

The lab section is similar to those bits at the beginning of role-playing games in which you assign various abilities to your character – such as strength, mind power, codpiece size... Be sure to get the balance right – if he's too much of a beefcake, he won't perform too well in other areas, whereas a total weed with incredibly destructive psychic powers may find he gets his head kicked in occasionally.

The aim is to punch and kick your way through the levels towards the

Yep – you can also create a girlie super heroine. Check out that comedy bra and mouthpiece...

"Soon, I, Apex – defiler of souls, crusher of happiness, robber of banks (in my early days) – will rule the whole world!"

"Eat fist, villainous scum!" "Superman would beat you, *any* day." "Shut up!"

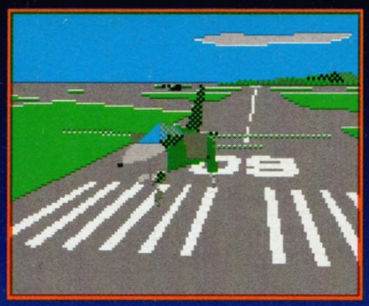
WHO WAS HONG KONG PHOOEY'S ALIAS (FULL NAME PLEASE). WINNER RECEIVES A COPY OF SUPER HERO.

and fast. Sounds good to us. In fact, if there's one thing the GamesMaster crew like (apart from drinking in The Loft), it's quick 3D vector graphics.

Of course, the missionary position is as you'd expect. There are plenty of ground and air targets to hit, and you even get to use neat weaponry like the JP233 airfield denial bomb dispenser thing (as seen in the Gulf War). And the best way to see these things going off is by the multitude of outside views. Once you've got the weapons sorted, you can enjoy just watching the damage you can wreak.

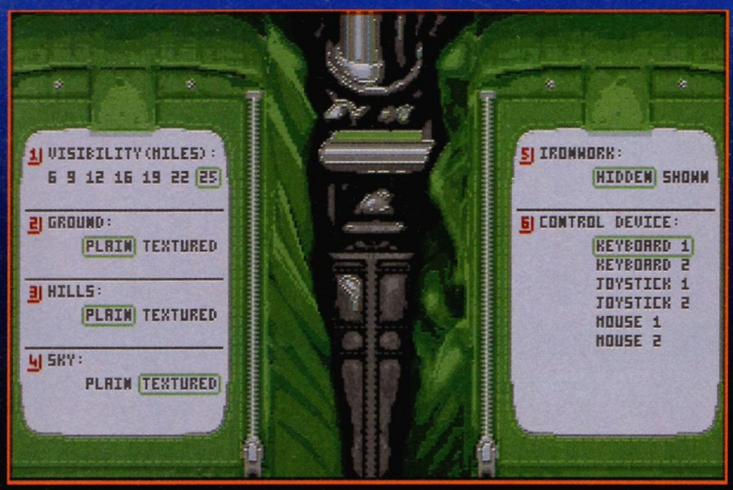
The good news about *Tornado* is that there are loads of views, both inside and outside the aircraft, and you'll get to see some other beautifully drawn planes and ground vehicles as they zip around the screen. One to look out for is the train (which is very pretty indeed, and you can destroy it with missiles or gunfire).

Unless we're very much mistaken, there's a high-speed, peace-shattering, cluster-bombing, low-level, dangerous, scaring the sheep type review in the next issue of GamesMaster. Read it. You know you want to.



Another day, another bunker full of cackling, moustachioed baddies to incinerate. It's a great life...

...in the RAF. Returning home after thumping a village to dust, you get that warm glow of achievement.



Tornado must be the only flight sim which has a screen dedicated to your knees. Here the are, in all their knobbly glory. They've got pads on with lots of fascinating data about the game, as you can probably see.

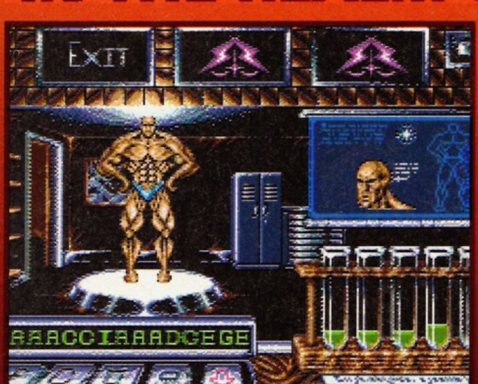
The navigator has the crap job. He's got to try and study these maps and way-points whilst putting up with stomach-loosening 6g turns and the odd fragment of anti-aircraft artillery up his bum from time to time.

final confrontation with the big boss, Apex. A man so terrifying, so powerful, so virile – that he makes Arnie look like Ronnie Corbett. But – you're a super hero. You can do it. Just use the force. Oh bugger, that's the totally wrong thing altogether.

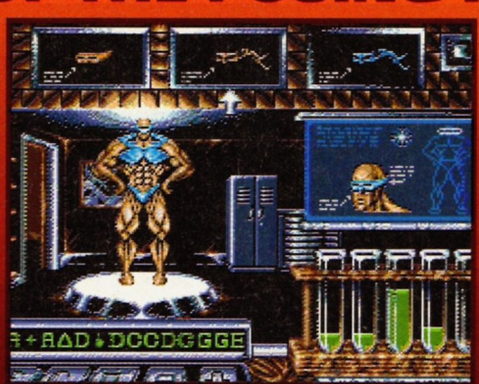
Of course, one of the beauties of the game is – if you don't like clicking on icons, then you play the beat-em-up section... and vice versa. Something for everyone, then. Well, apart from 2 year old babies – and people who don't own Amigas. Full review coming soon.

This is an explosion. But it's not just *any* explosion. Oh no. Ooooh nooo siree Bob. This is a nuclear explosion. An explosion derived from the cataclysmic chemical reaction which, er, occurs when you split the atom. Isn't it? Which, what with atoms being really really small, is no mean feat – let me tell you. Dunno what it's got to do with the game, though.

IN THE REALM OF THE POSING POUCH



"Good afternoon, Mr...?" "I am the mighty Photon! Defender of Justice. Bane of All Evil. Occasional Window-Shopper Outside Habitat." "Yes – er, what can we do for you?" "I want a chest protector and some specs, please."



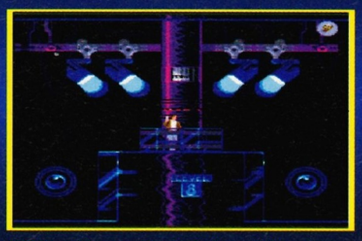
"Et voilà!" "Hmmm. Ye-es. I – I don't like the glasses." "Well, we could lose them and go for some very fetching blue anti-evil chin spray. It scares the Jesus out of the villains and it'd go very nicely with the rest of the outfit."

"Oh, yes. I love the bandana thingy. Very chic. Whaddaya think?" "Oh, it's very you, sir – er, Photon. Sort of 'Here I am. Okay – I may like yellow, but I'm still extremely hard'." "Ye-es. Could I see the first one, again?" "Sigh."

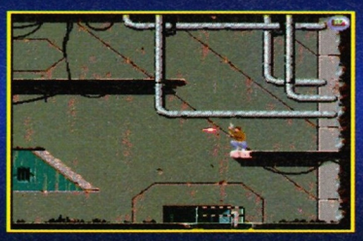
Can you work out how to get past that green slime jet? Start climbing.

Tarzan was never like this, where's the luscious Jane? There's not even a vine to swing on anywhere. Ah well, might as well jump then.

Why are game shows obsessed with killing their contestants?



While aliens play tricks with your mind you try to find a way out.



Ah, a wet paint sign, I wonder if it's an instruction or a warning.

FLASHBACK

FROM - US GOLD
FOR - MEGA DRIVE

PRICE - TBA
AVAILABLE - FEBRUARY

Gamesplaying fans will remember when *Another World* appeared a year or so ago. It totally blew everyone's minds with its excellent graphics and sound, despite the gameplay being slightly dodgy. Well now the team who brought you it have delivered a sequel of sorts in *Flashback*, and this time the Mega Drive gets it first.

The story is your average run-of-the-mill stuff – to wit, clever scientist discovers that aliens have invaded the earth disguised as human beings. This poor chap is then kidnapped but escapes his kidnappers on a hover bike only to be shot down over a jungle on what looks like earth. But he soon discovers that it is in fact Titan, home planet of the aliens. He must return and warn the earth, but the aliens are hot on his tail. I think that about covers it (pauses to regain breath).

Flashback is a graphical extravaganza right from the brilliant intro sequence. From the preview version we've seen, it appears that the developers have solved the problem of the lack of gameplay and replaced it with a combination of arcade action and puzzle solving. It's a cross between *Prince of Persia* and *Another World*, with the playability of one and the sheer beauty of the other.

Why is his gun so much bigger than mine? It's genetics, Peewee.

Perhaps I shouldn't have called him a gutless wimp, he's got a gun.

After winning the prize of a lifetime trip to Titan you had to win your trip back. This reject from Blake's Seven is ready to take you home.

Sensibly a save game option has been included. Each level is given a password so you can skip out the early levels once you've finished them. Mind you, the levels are so big that the developers have even included game save points around the levels.

Mega Drive owners are in for a treat when this is released. The looks are breathtaking and playing it is more like taking part in a movie than playing a game. So much attention has been paid to the detail in the game, you even get close-up scenes when you pick up an important item. These items are all used somewhere in the game so you have to figure out what goes where. The sound creates a dark, mysterious atmosphere which will send shivers down your spine, especially if you play it with the lights out.

The Mega Drive has suffered just lately from not having all that many good releases while the SNES has been running away with all the praise. This is the game which looks as though that is all set to change. If it's anywhere near as good as it promises to be then US Gold could well have another hit on their hands. Look out for a full review of *Flashback* in the next issue.

This guy thinks he's Bodie or Doyle, look at him posing with his gun. What a professional.

I've got an ID card. And there's a machine that takes ID cards up ahead, hmm, I wonder?

It looks more like Cool World than Titan, but there are more than just doodles to get you.

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HUMANS

FROM - IMAGITEC
PRICE - £39.99

FOR - MEGA DRIVE
AVAILABLE - NOW

Ig models the new Swiss-Army tool. It's a spear, a shovel, a pogo stick...

The Amiga has already experienced this chunk of crazy Neanderthal tomfoolery and now, perhaps rather too inevitably, it's the turn of the Mega Drive owner to assist a tribe of simple chaps in their technological and intellectual evolution.

Obviously inspired by the relatively plotless *Lemmings*, it tries to offer more of a productive, platform-game appeal. You have a much closer control over the characters and there's more skill to level completion than just clicking accurately on icons as can be the case with some games.

The game begins at the very bottom of the Darwinian scale, with a small group of intellectually challenged fellows who, via some nifty icon manipulation, must be guided to a small piece of wood with a bit of flint on the end – which, for reasons of convenience, we shall call a spear.

Having completed this first task, the game begins to offer greater challenges – the cooking pot, the wheel, the internal combustion engine, nuclear power... you get the general idea.

Things get more and more lateral (if that's possible) and there's even a few intermission-style animation sequences to keep you amused should the novelty of having a hand in the development of the human race begin to pall slightly (you'd better ask God if it does in real life, though).

Cute and cartoony – and it's got loin-cloths in it.

This spear-discovering lark can be a rather difficult business. Particularly when the darn things insist on performing their hackneyed "comedy rake" routine.

The Super Dinosauraway Daily Rock. Issue 2,120. 5000BC. Still only Two Pebbles.

LAVA ME DO

"OK, guys. We've gotta pull together to get over this steaming pit of volcanic liquid. Let's... wait for it, wait for it..."

"Henderson, come back! It's hot, it's red, it's burning – and we don't know what it is." "Glub, glub. Frazzle." "Dear, oh dear. There's always one, isn't there?"

"Right. We're all across – and Henderson's been resurrected." "But we haven't told the readers how to do it, sir." "Ssssh!"

COOLWORLD

FROM - OCEAN
PRICE - £25.95

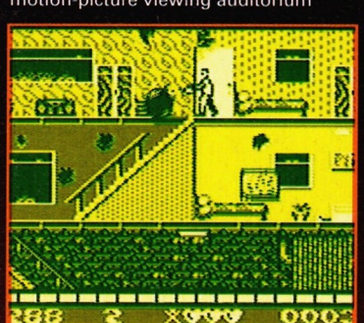
FOR - GAME BOY
AVAILABLE - END OF JANUARY

Just what is all this "Holly Would if she could" nonsense? It would appear to have something to do with a cartoon representation of Kim Basinger, but more than that is a bit of a mystery. Presumably a trip to the nearest motion-picture viewing auditorium would rectify this confusion.

Anyway, what can't be denied is that *Cool World* is a fine-looking game. It's a sort of puzzley platformer, with you as a bloke searching for the elusive and damned attractive Holly.

The game makes a lot of its beautiful screens, which look set to take the Game Boy to previously uncharted realms of 'looking nice-ness'. Combine this with more frantic action than the Buckingham Palace press office and you're talking about a serious contender on the Game Boy scene. And everybody knows how trendy that's getting (apart from people who live in the more remoter regions of Russia, obviously).

Ocean are busy getting *Cool World* out on all formats at the moment, and this version seems to be shaping up as one of those stylish little numbers no-one should be without.



Just how cool can several shades of green be? Here you find out.

FROM - OCEAN
PRICE - £34.95

FOR - NES
AVAILABLE - LATE JANUARY

Ocean are certainly going for this game as a biggie. And oops! Here's another wacky version on the good old NES.

It looks colourful at this stage, and the rumours flying around the industry are that this is the version Kim Basinger will be taking to her gorgeous cliff-top holiday retreat on the Greek island of Domestos this coming spring.

The gameplay should be well up to standard, but it's the graphics that you should concentrate on in *Cool World*. All those colourful little, er, things under your feet and so on. Oh, and Kim looking as sexy as you can get with a load of pixels and movement routines.

Slash Club? Something points to a bout of cartoon-type violence. So luckily nobody can be hurt.

Ugh. Scariness ahoy. This is erm, some weird nastiness from the very pits of Cool World. Hmmm.

IF THERE'S A NUCLEAR WINTER, THERE WILL BE A COOL WORLD - ALTHOUGH KIM BASINGER WON'T GET HER KIT OFF.

SUPER KICK OFF

FROM - US GOLD
PRICE - £39.99
FOR - MEGA DRIVE
AVAILABLE - MARCH

For a long time *Kick Off* was regarded as the best football game of all time on the Amiga, only to be superseded recently by *Sensible Soccer*. Now all the action of this classic game will be winging its way to Mega Drive owners courtesy of US Gold.

Super Kick Off is an updated and vastly improved version of *Kick Off 2*. With the wealth of options now available and the far superior control method, fast flowing and accurate games of football are now a possibility.

The only real criticism anyone made of *Kick Off* was that beginners could find the control method somewhat intimidating. The programmers at Tiertex took all this into consideration and have used the extra buttons on the joypad to make this version far more user-friendly.

Just about every aspect of football has been included, friendlies, internationals, leagues and cup competitions are all there. Other visual improvements include bigger and more detailed characters. Gone are the days when all you had on screen were coloured blobs running round the field – now you have players who look like real players.

Our early preview copy of the game looks very promising and it looks as though Mega Drive owning football fans will have something to look forward to in March when *Super Kick Off* finally appears on the shelves.

In a couple of issues time we will be bringing you the full review so you'll be able to take a closer look at the game then.

All eyes are on the pitch now. Just look at him go. He takes it past three defenders, he's round the keeper, he shoots, and he, er... he misses actually.

Fast action, accurate control and the chance to beat one of your mates at footy. What more could you want in a Mega Drive game? How about great graphics, sound and playability. Oh alright, just this once.

US Gold bring out a football game with Division One as the highest when along comes the Premier League to spoil it all. Still, it's a funny old game, ain't it?

LETHAL WEAPON

FROM - OCEAN
PRICE - £39.99
FOR - NES
AVAILABLE - END JANUARY

Yes, be prepared for Mel and Danny on your NES pretty darned soon. Here they come, with japes and sickening physical violence aplenty. Er, only there won't be that many japes because they're difficult to do on a console.

Lethal Weapon is looking to be a contender for the number one NES slot, which would no doubt please Ocean, Mel and his four children (un-talked of as they are).

So expect the serious shooting and blowing up to commence shortly.

There could well be a review of *Lethal Weapon* in the next issue of GamesMaster. Look out for it.

Tree-related horror takes over the Lethal Weapon crew as they venture into, erm, a forest.

Come on. You can see the resemblance, can't you? He does look a bit like Mel Gibson, doesn't he?

FROM - OCEAN
PRICE - £25.95
FOR - GAME BOY
AVAILABLE - LATE JANUARY

Riggs and Murtaugh are in trouble. Not only have they got a frighteningly large number of psychopathic loonies to deal with on the streets, but they've also got a little number being developed about them on the Game Boy.

Well Riggs has, anyway. Murtaugh looks like he'll be playing a decidedly minor role in this one. The idea is that you (as Riggs) clamber over a serious number of platforms, trying to rescue people, kill baddies and generally survive as long as you can.

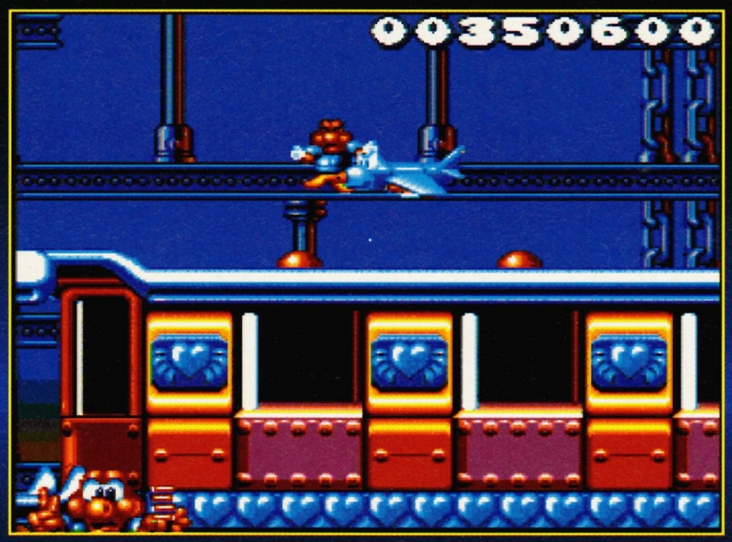
There's a great deal of precarious balancing, carefully-timed jumping and violent shooting, and the whole thing is being structured so that you don't get a chance to catch your breath before being sucked into the next incredibly dangerous bit. Sort of like the film, but without the humour element.

Oh, and the sprite looks as much like Mel Gibson as the Game Boy can make it, which should please fans of sprites that look like famous Australian film stars with four untalked-about kids and current American citizenship.

Only one thing remains unclear. The game is entitled *Lethal Weapon*, but the film bearing the same images used on the box is *Lethal Weapon 3*.

Never one to pussy-foot around, Mel blasts somebody right in the head, for no apparent reason.

THE MOST LETHAL WEAPON IS A NUCLEAR BOMB. IF IT GOES OFF THERE'LL BE A NUCLEAR WINTER.



Is it a bird? Is it... (*Stop this caption now. I absolutely will not have this caption in my magazine.* Ed). Er, here's RoboCod, fighting a plane, then.

Our fearless hero tangles with the army, and gets his head kicked in for his pains. All this and sort of Lego platforms, too. Marvellous.

ROBOCOD

FROM - OCEAN
FOR - SNES

PRICE - TBA
AVAILABLE - MARCH

It's taken a while, but now is the time to rejoice. Hang up the bunting, declare a national holiday, telephone the Pope, fax the Maharishi. *RoboCod* makes it to the SNES (*Get on with the preview.* Ed).

The whole thing takes the form of an amusing jape-let at the expense of James Bond, RoboCop and other great and exciting cinematographic institutions. Yes, it's taking that cutesy sort of game one stage further, into the realms of, erm, humour (as it could loosely be called). The thing is, because RoboCod is a fish, there is a wealth of crap undersea puns to include (sea-cret agent, motor-pike, tench, nervous haddock – you know the sort of thing). It's a veritable Davy Jones' Locker of contrived underwater gags, a Kraken's Magic Undersea Domain of ill thought-out word games, involving aquatic life.

This fish-tastic barrage is relentlessly piled upon you, in the game, in the packaging and even in the manual. There is even a special *RoboCod* club you can join, with membership cards, stickers, tons of secret agent paperwork and decoder rings.

All this is good fun, but it gets in the way of the game. As a marketing ploy, the fishy nonsense has got to be deemed a success, but the best thing is that if you take the marketing ideas away, you're still left with a storming platform game.

The SNES version, eagerly awaited, would appear to be no exception. At this stage it looks... well, have a peep at the screenshots, why don't you? We are talking about something which could elevate the Super Nintendo to even greater heights. Ocean would certainly hope so.

This version has got everything the original Amiga has got and more.

The SNES looks like it's easily going to be able to cope with the packed screens, quick scrolling and amusingly-shaped baddies, with their inherent pun-value.

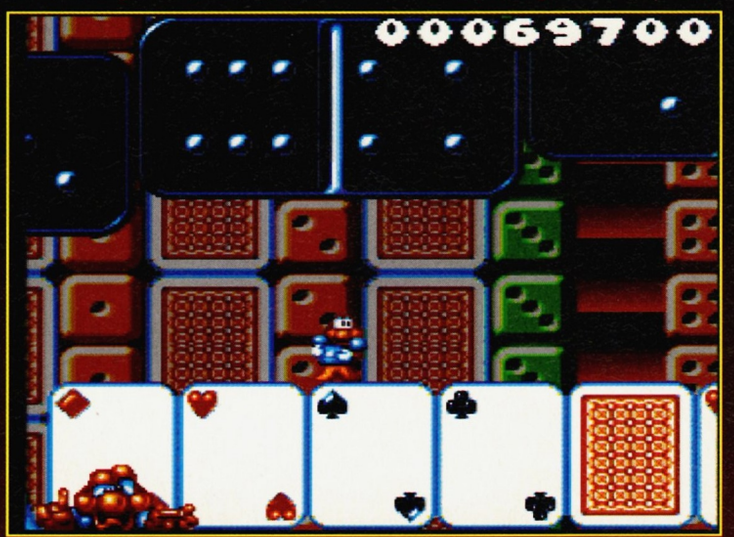
RoboCod is a huge affair with tons of levels and some spectacularly massive screens, so be prepared for a lot of coverage. The review should be in the next issue of your favourite games magazine. And we'll be covering it too. So don't get com'plaice'nt before the game is o'fish'ially tr'out' – 'Cod' knows you'd 'batter' believe that it will be an essential 'perch'ase, costing a few 'squid', so 'kipper' your ear to the ground and you'll be 'herring' more about the dude with the licence to 'krill'. *(That's enough of this 'carp'.* Ed).

Cute cars, cute trains and – look! There's even a cute bathtub!

Freud postulated the existence of what he called "big, angry cars".

OK. Try this 'carp'tion – guitar fish, tuna, bass, drum fish, et cetera.

'Eel' have to be 'turbot'-charged to save his 'sole' here, 'shoal'y?



Robo, scared by the number of appalling fish gags in the GamesMaster preview, hides in a weird sort of, er, underwater 'plaice'. (*Stop it.* Ed)

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PLAYED IN JAPAN

The NEC Turbo Duo – the only machine on the market at the moment to have a really usable CD unit built in. With loads of US games available for it you won't be plagued by Japanese speaking games as you would with certain other CD ROM units available in Japan.

At last the Mega Drive and the SNES have some serious competition in the console stakes. In Japan NEC have been producing the PC Engine for around five years. The machine has never been released officially in Europe, denying most gaming fans the chance to play on an excellent machine. That said, it has been available from importers in various forms and has sold very well for a machine which has never been officially launched.

Two years ago NEC launched their own CD ROM version of the machine, way ahead of the competition. Both Nintendo and Sega have only just come to terms with CD technology while NEC have been doing it for years.

The latest version of the PC Engine is called the Turbo Duo, and it's very impressive. The unit comes in a tidy black case which looks the business. It is a normal 16-bit PC Engine with a superb built-in CD ROM – this means you can access an instant games catalogue of hundreds of titles on the system's rather natty, pocket-size data-card. American and Japanese titles will work on this US console so you won't have to worry about any of the compatibility nightmares which plague other systems.

When you buy the machine you get five free CD titles with it. The titles are *Bonk's Adventure* (a whimsical platform affair otherwise known as *BC Kid*), *Bonk's Revenge* – the sequel, *Gate of Thunder* (one of the best shoot-em-ups ever) and two storming adventures. If you were to buy them separately, the games alone would cost nearly £200.

The big advantage of CD titles are the stunning soundtracks. The speech in *It came from the Desert*, for example, is amazing – although it lacks something in the gameplay department.

So is the Turbo Duo worth buying? Well for techno freaks who love little machines – yes. You get a slick looking 16-bit console with plenty of existing games – titles appear at the rate of around a dozen a month. Of course, you can use the machine to play your normal audio CDs as well as any CD+Gs (compact discs with graphics).

Weighing in at a price of £350, the Turbo Duo is one of the more expensive machines on the market. Bear in mind that this price is partly due to the fact that you can only buy through importers. The machine is huge in America and, as a result, the price is significantly lower. With the 32-bit A1200 costing £399 and the Mega Drive and SNES both costing under £150 it might seem as though the Turbo Duo is destined to be labelled an expensive gimmick. But if you tot up the costs of adding CD ROMs to your existing system, then the Turbo Duo makes a lot more sense – with the added attraction of being the only real CD ROM unit available with English software up and running. It's such a pity that NEC still refuse to release this excellent machine over here.

PC ENGINE SOFTWARE

Here's a selection of some of the most notable Turbo Duo games.

GATE OF THUNDER

Blasting aliens need not be mindless. It can be sleek and sexy, plush and pert, sumptuous and sassy... *Gate Of Thunder* blows away other shoot-em-ups – including the Mega Drive Thunderforce series and SNES classics *UN Squadron* and *Axelay*. Being shoot-em-up maniacs here at GamesMaster, we're not easily impressed by the lazy, coded-it-all-before attitude of many programmers, but this is bulging with original, head-spinning detail and plays like an insane combination of your greatest dream and your worst nightmare. Ultra-cool music, split-second dodging, blinding power-ups and some vicious, rock hard guardians. What's more, it's free with the machine!

The ship in *GOT* – or Cecil, as it likes to be called – is rather partial to the odd cheese and tomato pizza. He also plays Pool at weekends.

Shoot-em-ups, eh? Explosions, speeding streams of plasma, dodgy space wars, nonsensical captions... *GOT* is a brilliant example – such a shame you can't buy it here, eh?

Our Jackie is an environmental hero, here he comes across a lost frog and what does he do? He gives it a good hard kicking, we always knew these martial arts guys were hard.

SC:00158
IF YOU WANT TO KNOW ANYTHING MORE ABOUT THE TURBO DUO, THE HANDHELD TURBO EXPRESS OR ANY OF THE SOFTWARE, CALL CONSOLE CONCEPTS ON 0782 712 759. MANY THANKS TO THEM FOR SUPPLYING THE MACHINES AND SOFTWARE.

Just one of the amazing power-ups you will come across in *Air Zonk*. Here our hero has changed from an airborne *BC Kid* into a flying dump truck. Well, it beats a couple of extra lasers tagged onto the bottom of a ship. And they said the worlds of comedy and alien blasting would never meet.

JACKIE CHAN'S ACTION KUNG FU

This is cartoon beat-em-up action at its best. Jackie must wade through level after level of oriental nasties. The game is great fun although your moves are limited to a few basic ones. The difficulty curve

Bored with beating up frogs Jackie turns his attentions to man-eating tigers.

has been set at just the right level – it seems that just as you are about to admit defeat and turn the game off you get to see a new section and just have to keep on playing.

When a game is as much fun as this is, you don't worry about there not being too many moves. The guardians are big, mean and, most importantly, original. You really should consider buying this.

Ooops, the tigers obviously proved too tough so Jackie goes back to kicking frogs. There are some human opponents to kick in as well but the animals don't fight back or sue you so they're easier to take on. He may not be Bruce Lee, but at least Jackie is still alive to keep making those martial "arts" movies.

AIR ZONK

Air Zonk (featuring a *BC Kid* lookalike as the hero) is one of those strange colourful shoot-em-ups that, while not exactly breaking new ground in the genre, are certainly fun to play, the Americans and Japanese seem to have a knack for producing these games. It has all the makings of a great game.

Loads of colour, tough guardians, stacks of enemies on screen at the same time, no slow down and loads of power-ups. Combine this with a real comic element (especially with the power-ups) and it becomes one of those games destined to become a cult classic. *Air Zonk* is a thoroughly decent shoot-em-up that is well worth a look.

This time the cool dude has donned his shades to avoid those bright colours hurting his eyes.

DRAGONSLAYER CD ROM

Dragonslayer is the latest adventure that will take you to the limit, and then beyond. With the aid of an over-the-top CD soundtrack this game has been lifted from a solid adventure to one that is a pleasure to play. The quality of the speech and music is such that you'll be reaching to turn up the volume for a change. Just imagine playing the game when someone with an Irish accent starts talking to you, well it happens.

The game plays very much like the classic *Zelda* game on the SNES which is no bad thing. It's tough and there's loads of exploring to do before you start making progress. Asides from the huge game map there are hundreds of different creatures that will need dealing with in many different ways, do you kill them, use magic on them or even just talk to them? Adventurers will love the game with the boost that the soundtrack gives it, and this soundtrack is an ideal way of getting newcomers to stick with the game when the going gets tough. The sheer size of the game could make it intimidating so be prepared for some late nights if you are going to get into it. The control system is easy to get to grips with using simple pop-up menus to select actions and will appeal to veterans and beginners alike. *Dragonslayer* is one of the best adventure games to appear on any console and is the type of game that will spawn many clones.

Dragonslayer on CD is bigger than anything Sega and Nintendo can offer at the moment.

Dragonslayer's destined to take you beyond the limits of adventure gaming. What it lacks in the graphics department *Dragonslayer* more than makes up for in the depth of its gameplay.

REVIEWS

Oh crikey! Can you hear them coming? Rumbling over the horizon like big rumbly things. Just turn the page for a second and you'll see one looking you straight in the eye. It's a review. And there's another twenty five after that one. Every one challenging you with its information. Every one daring you to ask a question it cannot answer. We thought it only fair to warn you.

WHAT'S GOING ON:
Er, anyway. Each review has a number of regular bits and pieces to keep an eye out for. Use this handy guide and you'll be able to find your way around in a jiffy, or even a page. Aren't you glad we dropped that awful Safari theme from the intro?

Each monitor contains different information. Monitor one contains info on the machine the game is for, the publisher, the date available, the memory size and not forgetting the price. Monitor two will furnish you with gen on the in-game options, the number of levels, the difficulty, number of players and whether there's a save game feature.

Between them, the monitors give you all the vital data you need.

ROLO TO THE RESCUE
GAMES MASTER TIP
GREETINGS!
This level is annoyingly simple, but you can waste hours discovering the solution. So try following this short guide.
1 Simply jump up to the first cage on the right and walk through the wall.
2 Collect the key from the ringmaster. Head back left and free the squirrel from his cage. Ascend through the trees as far as Rolo can go.
3 Now you can use the squirrel to climb up the cliff, jump across on the elevator and bring it down for Rolo to ride on.
FOR - MEGA DRIVE
FROM - ELECTRONIC ARTS
AVAILABLE - JANUARY
PRICE - £40
MEMORY - 8MBITS
STOP
OPTIONS - NONE
LEVELS - ERRM, LOTS
DIFFICULTY - OK/HARD
PLAYERS - ONE
SAVE GAME - NO
END
GRAPHICS
Great cartoony scenery with bright, bold backdrops and slick parallax scrolling. Rolo and his pirates are beautifully drawn and animated.
SOUNDS
Real tromp-tromp elephant music, with various themes. Tunes and spot effects are ideally suited to the jolly action.
PLAYABILITY
A clever platform puzzler. Loads of secrets to discover requiring brain power and arcade skills. Best suited to the young.
LASTABILITY
It's great fun for the first couple of sessions. But why oh why isn't there a save game option? This really cripples the testing inter
OVERALL
I'm a sucker for cuddly creatures and Rolo to the Rescue is one of the cutest games I've ever played! It's very clever, extremely playable and packed with hidden levels and things to discover. Sadly, it doesn't know whether to be a kids' fun game or a testing skill-fest for real hard Mega Drivers, since the later levels get well sticky.
It's a lovely game, but until a save game option is shoved in, I'm afraid the 90% region is out of bounds.
STEVE
JUDGEMENT
84%
STEVE JARRATT
JAMES LEACH
LES ELLIS
REVIEWS (MEGA DRIVE)
66
67

GREETINGS!
And welcome to my own particular area of the reviews, the GamesMaster Tip. Here I shall give information to help you through the first tricky stage of each game, so you won't be completely stuck if you grind to a halt before the next issue with the proper tips appears. The tips dispensed here should also give an indication of how the game works, and should help you decide if it's the sort of title you'll enjoy. Tremendous.

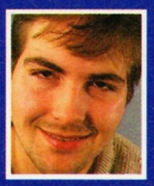
I completely disagree! Well, I don't in this case, but sometimes I might. Whenever you see this shape, you'll know that someone like me has got something to say about the game. In fact, these will crop up rather a lot, since we're such an opinionated bunch.

These dials are used to rate the quality of the various game elements. The higher the number, the better the element. There's also a sort of "heat" motif, which we rather like.

THE REVIEWERS

JUST TAKE A LOOK AT THESE PEOPLE. DO YOU REALLY THINK THEY COULD HOLD DOWN ANY SORT OF PROPER JOB? EXACTLY. AND THEY TRY TO MAKE OUT THAT PLAYING GAMES FOR A LIVING ISN'T A DOSS. CAH!

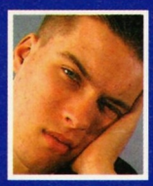
JIM DOUGLAS
Being the responsible, hard-working, dedicated and team-spirited kinda guy that he is, Jim started his Xmas hols on the last week of the schedule, leaving everyone else to finish the mag. What a wag!



JAMES LEACH
As well as travelling to Docklands to reviews this month's rather skillful cover game, *The Chaos Engine*, James, er, er. Oh, it would seem that James didn't actually do anything else at all this month. The cad.

ANDY LOWE
Andy's had a dream of a time this month. He's reviewed *Micro Machines* and *Mickey Mouse*. And he's still had enough time to play more *Dynablaster* than anyone else, which can be the only reason that he keeps winning.

LES ELLIS
Enjoying a spacey, shooty sort of month, Les has had the immeasurable pleasure of reviewing his all-time fave *Wing Commander* on the SNES and *Super Star Wars* on import for the same. Lucky blighter.



ADRIAN PRICE
Fresh from his recent success in the Western Regional Under 21s Ballroom Dance Championships, Adrian enjoyed a date with *Steel Talons* this month, but made his excuses when *Predator 2* came calling.

STEVE JARRATT
Being the sort of snarling, slavering, sneering shoot-em-up fan that he is, we knew Steve would want to review the most balls-out blaster of the month. But there weren't any, so he had to do *Rolo to the Rescue*.

NEIL WEST
Neil is our tip-top Mega Drive expert. He is, some would argue, the premier authority on all things Mega Drive. Few people know more about the old Mega Drive than Neilly. This month he reviews *Krusty* on the Amiga.

ANDY SMITH
In the brief moments when he's not editing Sega Power, Andy can be found reviewing games for GamesMaster. Alas, this month, such was the level of his business that those brief moments, er, didn't exist.

MARK RAMSHAW
The only reviewer with a name long enough to justify two lines, Mark Ramshaw knows more about the Amiga than he lets on. Ever. Especially in his reviews.

MATT BIELBY
Mr Bielby, leader of the Bee Team (don't ask) is our resident Super Nintendo guru. Anything you want to know about the Super Nintendo, Matt's your man. Well, unless it's something really technical.

ANDY DYER
Andy comes from the place they call Mega. He hasn't written anything at all for us this month, but we thought you'd like to see a picture of him all the same. So here we, um, are.

REVIEWED THIS ISSUE

BATTLE CLASH	SNES	88
BOMBJACK	GAME BOY	87
CHAOS ENGINE	AMIGA	62
COOL WORLD	AMIGA	91
DIRTY LARRY	LYNX	87
DRACULA	LYNX	91
F15 STRIKE EAGLE 2	NES	86
FATE OF ATLANTIS	AMIGA	76
GODS	SNES	68
JOHN MADDEN 93	SNES	84
KRUSTY'S SUPER FUN HOUSE	AMIGA	82
LETHAL WEAPON	AMIGA	86
MICKEY'S MAGICAL QUEST	MEGA DRIVE	56
MICRO MACHINES	MEGA DRIVE	48
NHLPA HOCKEY	SNES	84
PGA TOUR GOLF 2	MEGA DRIVE	85
PREDATOR 2	MEGA DRIVE	90
ROAD RASH	AMIGA	85
ROLO TO THE RESCUE	MEGA DRIVE	66
STEEL TALONS	MEGA DRIVE	50
STREET FIGHTER 2	AMIGA	52
SUPER PANG	SNES	88
SUPER STAR WARS	SNES	78
TERMINATOR 2 - ARCADE GAME	MEGA DRIVE	60
WING COMMANDER	SNES	72
WWF EUROPEAN RAMPAGE TOUR	AMIGA	90

■ Flicker, shudder and slowing we can do without. Parallax, smoothness and variety we like. Clear? It's got to be.

■ Where would Mario be without his spa*doing*? Where would Sonic be without his fer*whizz*? Nowhere, that's where. So we demand catchy tunes, scene-setting interludes and punchy effects.

■ We want to see games with instinctive, responsive controls that reward and challenge the player's increasing skill. Games need to make a variety of demands of the player – requiring a fast firing finger is not enough.

■ Call us greedy, but as well as glorious graphics, super sounds and peachy playability we demand that games actually keep you entertained for a considerable amount of time.

■ The above factors taken and shaken, analysed and adapted. The bottom line – is it worth buying or not?

■ **Scores, doors etc...**
Alright, so you know 0% is rubbish and 100% is tops, but what about the stuff in between?

Above 90%	Essential, even if you have to buy the system.
90%-81%	Great, and well worth the dosh.
80%-71%	Smart, impressive and entertaining.
70%-61%	Not bad, but there's better out there if you look.
60%-51%	A few good points but...
50%-41%	Below average – lots of niggles.
40%-31%	Poor.
Below 30%	Wretched and to be avoided at all costs.

FOR - MEGA DRIVE
FROM - CODEMASTERS
AVAILABLE - NOW
PRICE - £29.99
MEMORY - 8 MBITS
STOP ■

MICRO MACHINES

Mega Drive owners can now sample the delights of the finest, most competitive NES two-player racing game. *Micro Machines* is an example of that rare beast – the game that is both critically lauded *and* played to death. The NES version was a *huge* work-stopper in the GamesMaster offices. Now, with a slightly improved 16-bit version to fiddle with – some new, curiously imaginative terms of abuse look set to take to the air.

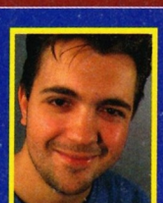
The real-life Micro Machines are sort of tuned-up Matchbox toys dragged from the 70s into the 90s. They feature tanks, helicopters, powerboats and cars. Their fans tend to be irritatingly innocent youngsters who have bizarre pretend races on their breakfast tables or dad's workbench, emulating engine noises and spraying everyone present with liberal amounts of saliva.

But why bother scuffing your knees on the kitchen floor when you can just slot in the cartridge, sit back with a Curly Wurly and race with your, probably temporary, mates.

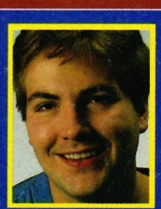
You get an accelerate, a reverse and – tanks only – a fire button. Merely race around a multi-scrolling landscape – avoiding obstacles such as glue, rubber ducks and marmalade stains. If one machine gets too far behind, the driver loses a point. Once the assigned laps are over, the player with the most points wins. In one-player mode, you can challenge a series of computer drivers – the best of whom are annoyingly good. But, as with *Streetfighter 2*, *Dyna Blaster* and, er, the other greats, *Micro Machines* was surely conceived as a two-player game with thrills and spills galore as you battle it out with a hotshot chum of your choice, blasting him to bits – tanks only – and bumping him off the track in fits of vindictiveness.

Use the one-player mode to learn the course geography and generally become a bit of a demon. Then, if you have any friends, invite them over and ruthlessly "kick their bottoms".

Micro Machines may seem a bit basic, but cowering beneath the apparent simplicity is a rollicking, unreasonably playable game that you'll return to over and over again. Quite wonderful. **ANDY LOWE** ■



Micro Machines is probably the most playable game I've ever seen on the Mega Drive. It's got all the elements of a great game; fab graphics, brilliant controls, plenty of variety, a smart two-player mode all mixed together to form (when played with the right people) a heady cocktail of laughing, swearing and table-kicking. The trouble is, it's the sort of game that really doesn't look that great. I mean – be honest, you've looked at the graphics and the overall score and thought something was on the wrong page. And in a sense, that's what's so great about it. All that matters is what it plays like and feels like. I'm so impressed that I can hardly find the words. This is really really what games are all about. Marvellous. **JIM DOUGLAS** ■

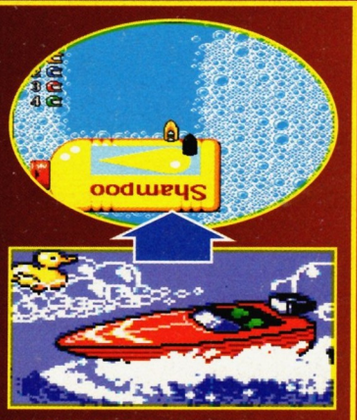


Crap. Utter, utter crap. Dreadful, dire and not worth 2p.

Ha ha. Fooled you. *Micro Machines* on the NES was excellent, which is why I gave it 91%. On the Mega Drive it's even better. We are talking addictiveness the size of Canada, including Alaska and the Aleutian Islands. It's faster, smoother, has better graphics and, oh, everything. You just can't go wrong. It's got very similar tracks to the NES version, plus extra bits. The sort of game you want to take to the movies and snog in the back row. **JAMES LEACH** ■

VICIOUS VEHICLES, TERRIBLE TERRAIN

Drive, she said. Apparently. Throughout the game, you will need to negotiate the various driving zones – using strategies dependent on track layout and area-specific hazards. Look out for our level maps and ultimate players guide next month. For now, here's a rough guide to let you know what you're in for.



POWERBOATS
Ah, surging through the spraying foam – er, in the bath.

FOUR BY FOUR
Race on the breakfast table, avoiding waffles and jam stains.

CHOPPERS
Cheap laughs aplenty but please, lose the Vic Morrow jokes.

FORMULA ONE
Miniaturised Nigel Mansells zoom around the green baize.

SPORTS CARS
Whizz around a school desktop in the very latest convertibles.

WARRIORS
Dodge the nuts and bolts in these, er, turbo truck... thingies.

TANKS
Trundle around a giant board game and shoot your mates.

DID YOU KNOW THAT THE SEQUEL TO "HONEY I SHRUNK THE KIDS" IS CALLED "HONEY I BLEW UP THE KIDS". IT'S AS CRAP AS THE FIRST ONE, TOO.

MICRO MACHINES! WRITE AND TELL US WHERE THE PHRASE "GRUNTIES" COMES FROM.

ICRO HINES

OPTIONS - 3 SET-UPS
LEVELS - 6
DIFFICULTY - 3 SETTINGS
PLAYERS - 1 OR 2
SAVE GAME - NO
END ■

"BABES" AND "DUDES", ANYONE?

Stuck for a driver with whom to merge your undoubtable joypad talents? Here's the available selection of adepts, inepts and just plain gits...

Anne is currently undergoing extensive facial remoulding due to severe acne scars.

A child of the recession with hate in her eyes and fear in her heart, Bonnie's fave food is chips.

Chen left his native China for the West at the tender age of 3. He enjoys fishing and goat-baiting.

The bimbo of the game. Cherry's white stilettos make her lethal on the accelerator.

Dwayne loves to insult inner tubes in the presence of mildly famous 70s celebrities.

Emilio was raised on the street. He had to eat from cans and fight for his dignity. It says here.

One of the best drivers in the game, Jethro has a fondness for bacon rind sculpture and grunties.

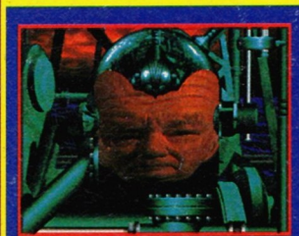
Joel is often arrested due to his t-shirt being misread. He is actually 43 and comes from Wigan.

Mike invented the Wankel Rotary Engine after an intense bout of throcking.

He may be a git, but Spider's ace cowlick is much admired amongst his peers.

A smile, a song, a vat of lard. Walter's nickname is Steve – for reasons unknown.

GAMES MASTER TIP



GREETINGS!
When playing the one-player version of Micro Machines, try to win three races in a row - without any race repeats. You'll then enter a bonus time-trial round featuring some extremely tricky terrain - including marsh into which your car can sink without trace. Also, during the standard game, you don't have to follow the tracks. Look for short-cuts to increase your chances against fellow drivers - computer or human.

GRAPHICS
The machines are effective and dainty, the backgrounds amusing and pleasantly detailed and everything moves along smoothly.

SOUNDS
Roaring engine sounds propel the action along, while some mildly irksome tunes accompany the character selection process.

PLAYABILITY
I defy the most jaded, cynical gamester not to become hooked. A basic concept made slick and luxurious by brilliant game play.

LASTABILITY
Awesome value. Sure, you'll play it to death and get bored eventually – but it's a game you'll keep crawling back to.

OVERALL

Fun for all the family – as they say. A dream of a game – superbly crafted, consistently playable and, best of all, terrific fun. For our older readers, it'll bring back fond memories of Scalextric and Tonka Toy days and, for the less crusty among you, *Micro Machines* will introduce you to a plain and simple top class two-player, er, race-em-up. Don't hesitate.

ANDY ■

JUDGEMENT 93%

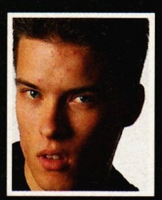
The first training mission gets you flying through some rings...

...but there's some sort of dragon fly in the way. Oh no, it's your 'copter.

Coo, what lovely weather for a spot of tank bashing, mission three starts to warm up.

They'll never know what hit them, especially with Spiffy Squires at the helm.

In the middle of a dog-fight, you manage to get a quick shot in... and unfortunately miss.



When Leonardo da Vinci came up with the plans for a new flying machine, little did he know that 500 years on it would become a reality and used for deadly operations.

This game puts you in training with the 'Steel Talons' – America's élite helicopter wing. You take control of the army's newest and deadliest attack helicopter. First, you'll have to undertake a training mission that ensures you have control over your chopper. By the end of this initiation stage you'll know how to search out and destroy the enemy.

The ensuing combat section of the game is spread over 12 missions which become increasingly difficult with more targets and stringent time limits. As you progress the enemy grows in numbers and even the scenery becomes hazardous.

Controlling the helicopter is difficult. The controls are wildly over-sensitive making flying in a straight line tricky. The scrolling is very jerky, and doesn't really give you the feel of flying a helicopter.

One of the drawbacks is that there are only 12 missions, all of which are very much the same. Pass them all and you become accepted into 'Steel Talons', then it's game over. Fail one, and you're history. It's all too cut and dried.

My second quibble is that *Steel Talons* fails to recreate the intense speed and action of the original arcade game. The arcade machine used thrills and spills to make things happen, this uses slow motion graphics, bad control methods and boring action.

One look at this suggests that the Mega Drive isn't yet ready to handle polygon graphics. When it is, this could be a better game.

ADRIAN PRICE ■

STEEL TALONS

A DAY IN THE LIFE OF A 'STEEL TALON'

You know the feeling, you get up in the morning feeling a bit poorly, and then you've got to go and fly an attack chopper. Ow my poor head.

First things first, let's bag us a tank for brekkies. Then the orange juice.

Next we swing around and boy are we in for a big surprise, it's an...

...enemy attack helicopter about to turn us into shredded wheat. Fire!

Now we have a AAA bunker to deal with. Easy – use your machine guns.

And finally we have a poor defenceless convoy of trucks. Have no mercy.

FOR - MEGA DRIVE
FROM - TENGEN
AVAILABLE - IMPORT
PRICE - £39.99
MEMORY - 8 MBITS
STOP ■

OPTIONS - 3
LEVELS - 12
DIFFICULTY - MEDIUM
PLAYERS - 1-2
SAVE GAME - NO
END ■

With only seven targets to go, our boy in the 'copter is about to waste a tank. If I was in the tank I'd get out and run for it.

God this is abysmal. How a pathetic piece of software like this ever gets produced is beyond me. The controls are unresponsive, the polygonal graphics are a joke and as for sound effects, ha ha. Nice one Tengen, I do like it when a software company has a sense of humour. After all they couldn't have been serious when they decided to release this game.

Tengen may be responsible for some classic arcade conversions in the past, but this won't be remembered as one of them. I think Adrian was being too generous. I'd give it less. **LES ELLIS** ■

THE ONES TO WATCH OUT FOR

Below are the main nasties which will try and stop you from joining the Steel Talons.

Triple A: Anti-Aircraft-Artillery. Will repeatedly fire at your chopper.

Attack Helicopters: Can manoeuvre as well as you and have the same fire power.

Tanks: Will fire at you, but they are heavily armoured and can move around.

Trucks: Move supplies around, not dangerous but they move quite fast.

What an abysmal second opinion from Les. I didn't like the way he used some gratuitous alliteration in his second sentence and surely polygonal graphics are the result of a series of complex mathematical calculations – humour cannot be inherent in their appearance. Also, Tengen are a reputable company who must generate a healthy cashflow and make considerable profits to survive. It is, therefore, highly unlikely that they would have released a game merely to give everyone a laugh.

Anyway, enough of that. Les happens to be right. This is a horribly misguided attempt to convert an excellent arcade game. Over-ambitious and terribly repetitive with some rather duff graphics chucked into the already crowded brew of crapness. If you really do feel the need to fly a high-tech attack helicopter in clandestine attack missions over enemy territory, *Desert Strike*'s your game. Avoid this very carefully indeed. **ANDY LOWE** ■

GAMES MASTER TIP

GREETINGS!
One of the best ways to complete missions in as short a time as possible is by using your radar as much as possible. You can then destroy everything quickly and join the Steel Talons.

GRAPHICS
All 3D polygon stuff. This gets to look a bit samey after a while. The graphics are not too smooth in the way they move either.

SOUNDS
Spot effects are fairly good with the explosions and gun-fire. The speech telling you what to do is a bit muffled and could be better.

PLAYABILITY
Only the 12 missions to play around with. There's an option to play the Mega Drive in a head-to-head, but even that's limited.

LASTABILITY
Not very long. After working through all the missions the only real challenge will be to get to Ace level, and that's only if you want to.

OVERALL

Although it's fun for five minutes, it does get a bit tedious after a while. It won't take long before you finish it, and there won't be much to draw you back. This was a fun arcade game but has lost a lot in translation. *Desert Strike* is by far the better desert shoot-em-up.
ADE ■

JUDGEMENT 51%

"Take that, scum!" "Jesus, mate. Have you tried Odour-Eaters?"

COMPO! Send an amusing caption for this picture and win the game.

STREETFI

ASSORTED BATTERY

To those of you who happen to be unfamiliar with the game's characters, we thought we'd feature everyone at their worst – that is – after copious quantities of their favourite alcoholic beverage. *Editor's note*: "Drinking alcohol is not big, clever or hard. Just look at some of your heroes after eight too many..."

Blanka. The green man from Brazil after ten pints of Heavy.

Chun Li. Oh dear. One too many Rum and Blacks, methinks.

Dhalsim. Seventeen pints of lager with Scotch chasers.

Guile. Three vats of Schlitz and he's anybody's.

Forty buckets of Stout render "Fats" Honda senseless.

Ken is partial to the odd Creme De Menthe sniffter.

"Yer me best mate, pal," offers Ryu after a bottle of neat JD.

A tot of sherry often causes Zangief to regurgitate breakfast.

"Snigger all you like, SNES owners. You may have the better, slicker, posher version – but you had to pay an extra £37.01 for yours, didn't you?" Oh, unless you bought it as the £160 SNES *Streetfighter 2* pack. "Yeah – and how much does an Amiga cost compared to a SNES?" Oh, okay. Shut up, shut up.

So – you've already got an Amiga. You've fiddled about with word processing and DTP, toyed with one or two sad attempts at programming – and now you wanna play some *games*. You wanna play the kind of games that inspire you, grip you, encloak you in a sumptuous and suffocating leather cat-suit of glorious addiction. With *Streetfighter 2*, you've come to the right place. Well, almost.

You see, it's got to be seen within the context of the machine itself. You may have thought the conversion was a bad idea from the beginning – the SNES being technically superior. But, if you're coming to this blind, without any bias instilled by the SNES or coin-op versions, you're coming to the finest beat-em-up ever seen on the Amiga. It's the most lucrative coin-op ever. It's the most popular SNES game – thousands of people have quite happily shelled out the £65 for it. So, what's its secret?

Well, it's fairly uncomplicated. A bunch of multi-cultural characters fancy themselves as the hardest in the world. So, they challenge each other to take a trip to each others' countries, where they proceed to

I'M SPECIAL, SO SPECIAL

We asked the characters to show off their so-called "special moves".

THE FIREBALL

This move comes in handy for long-range fighting.

After execution, the fireball move leaves you vulnerable for a split, but vital, second.

JUMPING DRAGON PUNCH

Thwart those aerial attackers with a well-aimed fist to the goolies. Again, though – it leaves you a bit vulnerable. (See Games Master Tip).

PILEDRIVER

Being a bit of a wrestler, Zangief likes to try out the rather lethal Piledriver move, in which he shoves you between his legs and sits on your head. Charming.

ELECTRIFY

According to the manual Blanka's a close relative of the electric eel. Anyway, Blanka can electrify himself – causing a lot of damage to the unearthed adversary.

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STOP ■

FIRST FULL AMIGA REVIEW

NOTE: This is a review of the final version. Not to be confused with reviews of demos...

TABLE MANNERS – BLANKA STYLE

"Hello, Mr. Blanka. How are you today? Now, my good fellow – I have a bus to catch, rather urgently. Would you happen to have the time, please?" "Grunt, grunt. Scratch, scratch. (Fetid odour)." "Er, I'm sorry? Stop approaching me in an ape-like manner!"

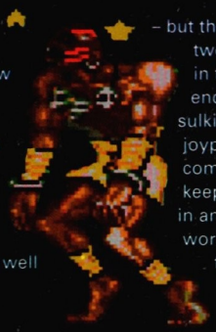
"(Chomp, grind) Aagh! Agh! Ow! Eek! Er, could you stop biting my head, please. I guess you don't have the time, then." CUT! "Was I okay, Georgie?" "You were lovely, Dhalsie. But we've ran out of caption space." "Oh, nob. That's my career stuffed, then."

GHTER 2

violently punch and kick each other until one A) bleeds a lot and gives up or B) dies of severe and agonising internal haemorrhaging. You select the victim of your choice and go into battle with the preferred international yobbo.

The game works so well because it offers such a variety of fighting moves, acrobatic manoeuvres and showy jumps, spins and somersaults – 36 for each character, actually. In joypad and two button joystick mode there are three speeds of punch and kick, high and low blocks and various aerial attacks. Also, each fighter has a special move which is accessed via a series of joystick/pad movements.

Beating up a series of progressively difficult computer players is all very well



– but the game really takes off in two-player mode. Many a battle in the GamesMaster office has ended in intense bouts of sulking and protesting about joypad quality. It gets incredibly competitive and addictive as you keep getting your head crammed in and become more and more worked up – desperately fingering the start button in anticipation of just *one more* rematch.

This is a brave and thoroughly playable attempt to convert a slick and complex piece of programming. The characters could have used a little more momentum and inertia to make them more convincing, but there's that tangible, satisfying feeling of the Amiga working flat out to satisfy your blood-lust. What more could you possibly want for £27.99? **ANDY LOWE** ■

"Oh yeah. *Really* painful. A stabby punch to the elbow! Cheers, Guile."

Here we see the Brazilian Brainblender – saying grace before dinner...

But, being merely aesthetically arranged collections of pixels, they didn't answer. We had to do it ourselves...

HUNDRED-HANDED SLAP
The sort of move which provokes the words "And you can wipe that smile off your face right now, sonny-jim. In fact I'll do it for you!" er, a hundred times over.

YOGA FLAME
"Yoga flame!" cries Dhalsim – causing paroxysms of mirth to shudder around the GamesMaster office every time that jet of flame shoots appears. We're sad old gits around here, you see.

LIGHTNING FLASH-KICK
This is a good one for surprising the, er, unsuspecting opponent. The lightning flash-kick is virtually impenetrable, too. Unless you use a jumping punch of course.

HUNDRED-FOOT KICK
The fiery woman of the East, Chun Li, lets loose her super megablast kick. Try to avoid this at all costs. (*Look, I told you to do your research properly or you're out.* Ed.)

A rumble round at Guile's place – a US air base. The East meets the West in a cataclysmic barney of astonishing proportions. Reviews Ed James assures me that the plane is an F-16. Rivetting.

Let's face it. Two things in this life are certain. One is that everyone who owns an Amiga will buy *Streetfighter 2*. The other is that everyone knows that it isn't going to be as smart as the coin-op or the Super Nintendo version. There just aren't enough buttons for all the moves. So in order to get the most from the game, you have to come to it fresh. And if you do, you'll be impressed. Visually, it's probably closer to the original than you'd imagine, and play-wise it's pretty sharp.

The players don't have the awesome range of moves, and it doesn't really feel like you're controlling real people because there isn't much inertia on the characters. Nevertheless, it's certainly the best beat-em-up the Amiga has seen in a very, very long time. Just don't expect the coin-op.

JIM DOUGLAS ■

COMPARE AND CONTRAST

Visually, the Amiga *Streetfighter 2* (right) fairs quite favourably in comparison to the SNES version. Obviously, the reduced palette has dictated a change or two – but one of the beauties of the game is the wide choice of backgrounds, which the Amiga artists have kept surprisingly faithful to the original. The electrified character can look severely crap, though.

It's not fair. This game has got to live in the shadow of the SNES version which, as everyone knows, is one of the best games ever on any machine ever.

But don't give up on the Amiga version. It's worse, but it's not too bad. The graphics are pretty good and the speed of the thing is okay. But the awful thing is the lack of buttons, of course. Pulling away from your opponent to kick is seriously disorientating at first. But practise, get yourself a Mega Drive joypad and you'll learn the moves. This problem is pretty much impossible to solve, so the Amiga programmers have really done the best job possible with what's available.

But once you've got the moves (such as they are) sorted, then you start having fun. But you won't have as much fun as you would with the SNES.

JAMES LEACH ■

GAMES MASTER TIP

FELICITATIONS!
To combat the rather aggressive jumping dragon punch executed by Ken or Ryu, simply wait until the character is on his way down from the jump...

...As he lands, he is slightly vulnerable for a second.

Offer a well-timed floor sweep and follow with a suitably ruthless combination.

US GOLD PROUDLY PRESENTS
THE AMIGA VERSION OF
STREET FIGHTER II
THE WORLD WARRIOR
PROGRAMMED BY: G. FUNG
IN ASSOCIATION WITH CREATIVE MATERIALS
1 PLAYER OR 2 PLAYERS ?

GRAPHICS

Beautiful backgrounds. Apart from the lack of parallax and occasional dodgey animations, virtually identical to the other versions.

SOUNDS

Good music – a different piece for every scene. The effects seem to have been sampled from the SNES version. All pretty competent.

PLAYABILITY

The one-player mode is limited. It's the two-player game that lifts the whole thing above the "just another beat-em-up" protest.

LASTABILITY

Many new tactics and move combinations to discover. It's a game which inspires sad little tournaments and play lengthy sessions.

OVERALL

It's as close to the original as you could hope for. There was always the danger of the programmers simply importing things over and relying on the "name". Happily, that hasn't happened. Considered as a standalone game and with the limitations of the machine in mind, this is a good value, thoughtfully programmed, impressive piece of software. Get yourself a couple of joypads.

ANDY ■

JUDGEMENT 78%

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Mickey enters the evil Pete's domain and spots a fire-hydrant power-up. As long as he's in his fireman guise, this will top up his water supply. A quick change...

MICKEY'S MAGICAL QUEST

Another timeless and sickeningly cute superstar makes the inevitable transition into video-gaming and, in the capable hands of *Streetfighter 2* programmers at Capcom, comes up grinning inanely. Well, it's what Mickey does best, you see. Grinning. He's just about to be spiked by some hideous, er, spiky thing – he's grinning. The jaws of fearsome undead beings become inadvertently embedded in his head – he's beaming his ears off. I mean, come on. Is he a man or a mouse? (*I thought I said that one was banned.* – Ed.)

Mickey's Magical Quest seems to take its cue from *The Sorcerer's Apprentice* section of *Fantasia* – in which the mouse fancies himself as something of a sorcerer – hence the title. Here, Pluto – your trusty, if not a little hyperactive – mutt has been nabbed by the Emperor Pete (more translation problems) and, it probably won't come as much of a surprise to learn, that you have to rescue him.

Now, let's clear up a few things. You're a mouse. A pretty dotty mouse with silly pants and a suitably high-pitched girlie voice. So, what problems could you possibly pose to an evil ruler with lashings of potent magic at his disposal?

Well, you can run, jump, pick things up and get brutally slaughtered by walking eggs. Happily, there's a wizard chum on hand who augments these somewhat meagre abilities at various points along the journey.

Although it's instant cutesy alert as soon as the game appears and although the structure is the old familiar walking from left to right, meeting and avoiding suitably goonish nasties and gurning end-of-level bosses, *Mickey's Magical Quest* has some quite astonishing depth to its gameplay. There's plenty to explore, discover, get annoyed with and, finally, scrape through.

Yeah, you'll be oohing-and-aahing over the cuddly soft-focus graphics and the almost child-like simplicity of the whole affair – but don't be deceived. It ain't easy. Admittedly, the infinite continues are quite a blow to the lastability and SNES gamers used to the challenging grind of games like *Super Probotector* won't have too much trouble with it, but resist those continues and keep it on Normal level – you'll soon be duly humbled.

Overall this is a luscious and hugely playable piece of software with, surprisingly, more gameplay than gloss. Nice one, Capcom. Now, about that *Streetfighter 3*...

ANDY LOWE ■

Some sections of the game are a bit tricky and conveniently give rise to terrible double entendres. Careful here – you may feel a little prick.

When it comes to dealing with Pete's minions, Mickey shuns diplomacy and plumps for the Mario approach – he stomps on their heads.

...before confronting these winged vases with flames shooting out of their head. They're difficult to avoid, but they definitely need cooling off.
This guy can be rather a pain in the head. Approach carefully and jump up. As you reach the top of the jump, switch that hosepipe on full blast. The water should fly over the cannon and duly dislodge him.

Billowing flames propel some platforms upwards. Best get off that one, then. Sharpish.

Now, as a mouse faced by this open-mouthed cat-cave, would *you* just happily wander inside?

Some blocks can be moved by firing strong jets of water at them. Er, but not this one. Damn.

MICKEY'S PILGRIMAGE IN FULL

You know, gambolling aimlessly around sickeningly cute backdrops is where it's at these days. Here are the areas in *Mickey's Magical Quest*...

1. TREETOPS

The first and easiest level. Free and easy among the clouds... soaring with birds... getting killed by irate, incongruously animated foliage.

6. PETE'S CASTLE

And so the final confrontation with the Emperor – Pete becomes inevitable as Mickey, prompted by some familiar barking, tenuously takes the first steps into his castle.

2. DARK FOREST

"A-ha, Mr Plant. We meet again." Leaves, trees, ominous woodland creatures and a smattering of sorcery.

3. FIRE GROTTO

Mickey quenches those raging flames with a panache to render Red Adair speechless.

4. PETE'S PEAK

Fancy a spot of impromptu yodelling and climbing? This is the level for you.

5. SNOW VALLEY

The obligatory bit involving slipping 'n' sliding, skaters, ice monsters and huge, Mr Frosty contraptions.

MICKEY WAS ORIGINALLY KNOWN AS MORTIMER AND HIS FIRST EVER APPEARANCE WAS IN THE CARTOON STEAMBOAT WILLY.

OPTIONS - SET UP JOYPAD
LEVELS - 6 AREAS
DIFFICULTY - 4 SETTINGS
PLAYERS - 1 OR 1 VS 2
SAVE GAME - NO
END ■

AS IF BY MAGIC, THE SHOPKEEPER APPEARED

Throughout the game, Mickey acquires three different costumes which avail him of one or two natty characteristics not normally associated with mice....

Each time a costume change occurs, Mickey nips behind this curtain to, er, change...

Discovered at the end of level one, this one lets our hero shoot energy bolts from his fingertips. And he can stay underwater.

Distinctly handy in the Pete's Peak section, the mouse dons this Swiss-type outfit complete with grappling hook and silly hat.

When being chased by torrents of flame, it's an idea to have a large quantity of water handy. Here's where this costume comes in handy.

It would give me no great pleasure to say that *Mickey's Magical Quest* is a boring game, trading on the name of a famous cartoon character endowed with a suspiciously high voice.

But luckily that's not the case. This is a totally brilliant game which has everything you could ever wish for in a platformer. There's humour (well I laughed a bit), there's excitement (if you get excited by console games) and there's danger (well, no there isn't, actually).

The graphics are up to cartoon-quality, and Mickey's expressions really work on screen. Everything is smooth and quick, and the puzzles are set at just the right difficulty. Oh and the tunes are well good too.

JAMES LEACH ■

Just to offset the fluffy cuteness of the game, here's a few gratuitous pictures of Mickey dying.

I'm absolutely gobsmacked. How much better can these games possibly get? SNES owners are going to have a good couple of months what with this and *Star Wars* coming out. It just goes to show that at the moment when it comes to classy games Sega just can't compete. Great graphics, cute and funny throughout, addictive gameplay, *Mickey Mouse* really does have it all. It may prove to be a little easy but it is still a gem of a game to play, and even when you've finished you'll want to come back for more.

LES ELLIS ■

GAMES MASTER TIP

Greetings! Plenty of fiendishly concealed hidden areas can be discovered with a bit of ingenuity and common sense. Here's how to find the first...

From the beginning of Level One, wander to the right and pick up a tomato from this area.

Use the tomato to fly to the block, jump onto the roof. Reveal a room by removing some blocks.

GRAPHICS
Beautifully drawn and brilliantly animated. Some terrific warps of imagination have created those bizarre and hysterical sprites.

SOUNDS
Okay. Some of the effects sound a little embarrassing in that they remind you of certain bodily sounds. Still, great music.

PLAYABILITY
Lots to see, do, investigate, try out. A game that draws you in and keeps you there. Just shed those Disney preconceptions.

LASTABILITY
A bit of a dud. Who's gonna resist those infinite continues? Why spoil such a delicious game with something so tempting?

OVERALL

Stunningly playable and mightily gorgeous. A pert little game that manages to pull you in many directions at once. The unlimited continues are its biggest problem – hardened platform frolickers won't be taxed at all by the earlier levels and, at times, it feels like a kiddies-only licence. But that's being *extremely* miserable. Just think a little bit before you part with the dosh.

ANDY ■

JUDGEMENT 87%

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Oooh! It's a big one! Aim for the head! This will stop the Terminator firing at you and will destroy him more quickly than body shots.

Ammo crates yield all sorts of goodies. Most exciting are the bits and pieces which make your gun fire faster. Like this one.

This is John Connor. A critical part of your mission is to protect him from the machines. No Connor, no resistance, no humans.

TERMINA

THE ARCADE GAME

This is a game about shooting. It pretends to be nothing else, and so the fact that it contains absolutely nothing but stage after stage of frantic lead-spitting, muzzle-flashing firearm action is hardly a detractor. The only thing that matters is how good a shooter it is.

The game begins in the nightmare wasteland of future Los Angeles, with Terminators clanking their way out of the screen and Hunter/Killers zooming towards you firing missiles. Guiding your cross-hair sight around the screen with joypad or Menacer (by far the preferable option), it's your task to blast every last machine into a million bits.

Of course, it's not just you up against the machines. As well as the option to team up with a mate and go gunning together, there are resistance fighters huddled behind walls and burned out cars who fire (largely uselessly) at the Terminators and HKs. Their main purpose, however, is to prevent you spraying the screen wildly. Hit a friendly body and you'll have many points shaved away in the stage-analysis bit.

These sort of orb things drop down, crack open and horrible flying robots appear. The solution? Rocket them as soon as they land.

The graphics, as you can see, are actually pretty great. Especially when you're blowing hell out of one of these infiltration units.

And on it goes, out of the wasteland and into the human's hideout, where infiltration unit droids – dressed up as SS officers, so far as I could tell – need to be eradicated.

Playing with a Menacer lightgun is a hundred times more rewarding than using the joypad. For a start, you can wave the gun around scything down Terminators (especially the gold ones who explode in a most pleasing way) in a far more carefree manner than is permitted using the joypad. Also, the cross-hair moves a lot faster with the Menacer, actually making the game easier.

Life quickly becomes incredibly difficult when you get to the third stage. Here, it's your job to protect John Connor as he bounces along in a converted pick-up truck/mobile cannon.

Terminators run alongside the truck and Hunter/Killers fly overhead. The aim, of course, is to avoid shooting John Connor and the truck while picking off the Terminators and Hunter/Killers before they can get to him. To be totally honest, this stage is a real pain in the neck. It's far too long and completely out of step with the difficulty level of the rest of the game.

Nevertheless once you've got past this point, the difficulty eases somewhat and you'll soon find that you'll slip back into straightforward, all-out blasting. If you've got a mate to play with, and a Menacer, *Terminator 2* is an absolutely ideal purchase. If not, it's not so hot. **JIM DOUGLAS** ■

GAMES MASTER TIP

GREETINGS!
Budding Schwarzeneggers should take heed of this particular piece of advice if they wish to maximize their firepower. As well as blasting ammo crates for extra weapons, always be sure to shoot all background objects such as fire extinguishers, walls and lights (shown here). More often than not, especially on level two, extra lives, smart bombs and other bonuses will appear, aiding the termination process no end.

Off with their heads! A particularly enjoyable aspect of *Terminator 2* is the ability to slice off the robots' heads. As well as looking great, this tactic is actually the fastest way to do away with the terminators.

PROBE SOFTWARE, THE DEVELOPERS OF THIS GAME EMPLOY SOMEONE CALLED GARY LIDDON, WHO IS A VERY TALENTED INDIVIDUAL...

FOR - MEGA DRIVE
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MEMORY - 8MBITS
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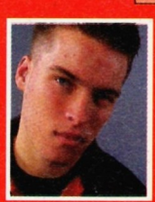
OPTIONS - PAD/MENACER
LEVELS - 6 BIG ONES
DIFFICULTY - HARD
PLAYERS - ONE/TWO
SAVE GAME - 4 CONTINUES
END ■

Leaping Terminators may look pretty hilarious but they are utterly deadly. Especially if you let them gang up on you like this.

ATOR 2

Despite its rather terrifying appearance, this-end-of-level droid is a complete pussycat; its only form of defence being the twin rapid-fire photon cannons and the rocket launcher mounted in its middle. Sort out a blasting system (head, guns, middle and rocket port) and you'll be laughing.



The first *Terminator* on the Mega Drive was very good, albeit too short. This game on the other hand is a bit longer but not as good. It is, as the name implies, taken from the arcade game, which was an *Operation Wolf*-style game with you trying to blow away as many enemies as possible.

The aim remains the same – although this time without the huge loss of money involved. However, this is not as good as the arcade version. All of the sound effects are there but it just doesn't capture the feel of the arcade. As it stands, it's a good game made even better with the Menacer option. **ADRIAN PRICE** ■

Let's get something straight here and now. You seriously do not want to play this with the Menacer. It's a nice idea but it just doesn't work. However, with a joypad it is almost fun for the first few goes and then it goes downhill from there.

The graphics are okay and some of the sound effects are neat but there just isn't enough meat to the game to make it really playable. The two-player mode adds a little to the game but in general I would avoid this if I were you. For the money, there are better games around than this. **LES ELLIS** ■

T2 THE ARCADE GAME™

GRAPHICS
Largely excellent. The Terminators are well defined and explode in a pleasing manner. The static humans in some scenes are a bit crap.

SOUNDS
As you would expect. Eerie clunking noises and screeching death wails from the Terminators. Healthy gun sound effects

PLAYABILITY
But only if you've got a menacer. Otherwise it's a 7. As playable as shooting games get, with a great two-player mode.

LASTABILITY
By far the most enduring *Op Wolf*-style blaster to date, thanks to the wide variety of levels and the variations on blasting.

OVERALL

If you liked the coin-op, as the old saying goes, you'll love this. You'll love the blasting, and you'll love the Menacer option, but you probably won't love getting stuck on stage 3 for ages. Also, joypad play seriously depletes the wide-eyed-battle frenzy that the Menacer offers.

JIM ■

JUDGEMENT 80%

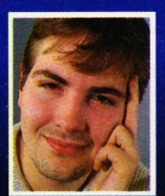
THE CHAOS ENGINE

The Gentleman and the Brigand are running into trouble here. Big trouble. Huge trouble, really. Massive, in fact.

The forest section has got loads of space to move around in. And luckily neither player's shots harms the other.

There are up to four levels in each, er, level. And you can't shoot things above you, either.

Special weapons, like this attractive ring of bright fire are often littered around the place.



Baron Fortescue has been tampering with nature again. But this time he's gone too far, and his evil, twisted brain has given birth to an unholy machine with a dead cool name; the Chaos Engine.

So what's needed are some Victorian adventuring types. Ideally some from widely varying walks of life to make the game a bit more interesting. (Oh, sorry. Spoiling the atmosphere a bit there).

It's a two-player game, and even if only one human is taking part, the computer will furnish you with another little chap to play with (as it were). You get a choice of six characters. Each has a different set of specifications. For example, if you choose the Navvy, you'll get a rough, tough, jolly sort of fellow,

THE BITMAP BROTHERS, WRITERS OF THE CHAOS ENGINE, AREN'T BROTHERS AT ALL. THEY'RE COLLEAGUES IN REAL LIFE.

FOR - AMIGA
FROM - RENEGADE
AVAILABLE - FEBRUARY
PRICE - £24.99
MEMORY - 1MB
STOP ■

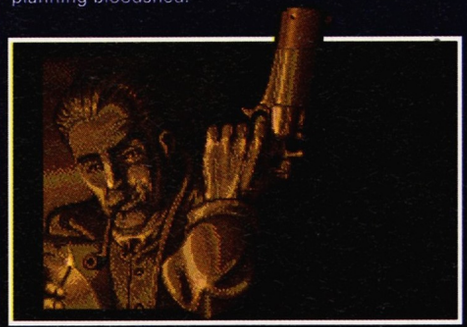
THE VICTORIAN PLAYERS

THE BRIGAND
He's a bit of a lad, is Briggy. Well known for fighting in bars, punching in restaurants and wrestling in coffee shops, he favours a big weapon and little brains.

THE THUG
Specialising in punching the heads off goats, he's only in it for the violence. He's more inclined to look after himself (if he's played by the computer) rather than protect you.

THE MERCENARY
Mean, ruthless and well-versed in the art of brutal smacking, he's a good guy to take along to a Gilbert and Sullivan operetta, especially if you're planning bloodshed.

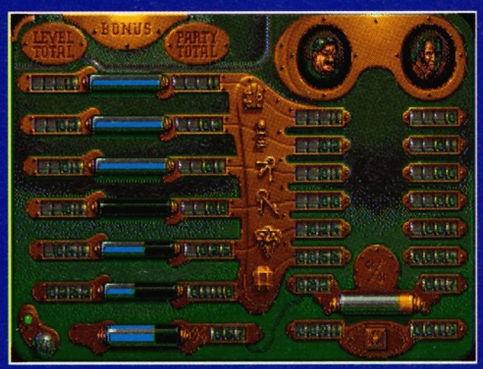
THE NAVVY
A fleet of ships including an aircraft carrier, destroyers and the odd minesweeper, the Navvy comes with a wing of F-14 Tomcats. (*That's Navy, you total git.* Ed.)



THE GENTLEMAN
Everybody knows his sort. Trilby, mobile phone, filofax, expensive fountain pen. Possibly comfy boxer shorts in preference to tight underpants. The Gentleman isn't the sort to refer to females as 'slags'. A nice bloke, with lots of intelligence. And a gun. Oh, and a rather dubious pipe. But the less said about that, the better, really.

THE PREACHER
You'd sort of expect a man of the 'cloth' to be into peace, harmony and godly stuff, wouldn't you? But with this guy, you'd be sadly, sadly misguided. In fact, he's a bit of a lad, is Preachy. Known for fighting in bars, punching in restaurants and wrestling in... (*We've done this one. You haven't got a clue, have you?* Ed.)

That pawn-like thing is a node. Shoot it and you're well on the way to finishing the level.



This is the 'end-of-level' stats screen. Player one has grabbed 83% of the spoils. Greedy git.

Gasp at the awesome destructive power of the Chaos Engine. Well, it's more like an ill dinosaur.

slow but capable of taking some serious punishment. Choose the Gentleman and you've got a quick fop, with his long hair and his fancy city ways. It's all relative, and the characters are about equal in the survivability stakes.

So once you've selected two characters, you're pitched deep into the world of the Chaos Engine. Well, quite near it, at least. There are four worlds, each with four levels to get through before you manage to see the evil contraption itself.

The game turns out to be an obliquely-viewed Gauntlet-style affair, with eight-way movement and scrolling. Both of the quest characters stay on screen at the same time, and they must stick together as they charge around the levels, blasting frenziedly.

Each of these levels has a maze of paths through it. The idea is that there are a great many ways to get through each level. But on every level you must find several power nodes and shoot them, thus opening an, er, opening through which you and the other guy dive.

There's a serious puzzle element, too. You must use your brain to get past certain baddies and work out how to negotiate seemingly impenetrable things. There are keys, power-ups, special weapons and various collectables, all of which require some common sense to operate. This game really blurs the lines between arcade action and mind-bending puzzle gameplay. Add to that the role-play element of the characters and you've got a rather marvellous blend of all three genres.

The game plays beautifully too, as you'd expect from the Bitmaps. It's hectic blasting action, with gorgeous scenery and great monsters (different ones on every level, too).

The style of the whole thing is very Jules Verne, and it's complemented by one of the best soundtracks I've ever heard on any game ever. It's a dance-rave-rock sort of thing and goes brilliantly with the steam-punk look of the Chaos Engine. It even changes tempo as you move from the violent bits to the more puzzley, secret bits.

And as if that wasn't enough, there are loads of samples. In fact, every time you collect something new or do something quite impressive, you hear a really clear, excellent voice telling you what's going on and what you've just done.

The two-character idea works excellently when the computer's playing the other guy, but when there are two humans it gets even better. You and your

OPTIONS - 6 CHARACTERS
LEVELS - 16
DIFFICULTY - TOUGH
PLAYERS - ONE OR TWO
SAVE GAME - PASSCODES
END ■

There's a paltry prize for the first person to write in and tell us that the Mercenary looks like that bloke off the Sega ads. Anyway, here you see the stats of the guy, as well as his weaponry and how much money you can spend on getting him even tougher (£4,000, it would seem).

That yin/yang thing is a restart point. You must collect it in order to progress safely. Oh, but first, kill that baddie coming over the bridge.

It's nice when this happens. You can collect these special weapons at the places where you really need them most, er, like here.

chum must co-operate to get through the levels, but you must also compete to get the money and special weapons. It adds a brilliant element to the game, getting the balance right between beating the other player and staying alive. In fact, it's really worth getting the GamesMaster himself to tip this in his own inimitable style. So look out for that little nugget of a gem, then. (It's sort of down there, by the way).

Anyway, to get back to the point, *The Chaos Engine* has successfully brought together arcade, role-playing and puzzle for perhaps the first time in any game. The whole thing has got bags, nay bin-liners of style and immense addictiveness. There's no question – we are talking quality product, here. Buy it, play it and enjoy it, because it's seriously good.

JAMES LEACH ■

GAMES MASTER TIP

GREETINGS!
The Chaos Engine is most excellent as a two-player game. But my tip is not to compete too much with the other player. Don't rush towards the edge of the screen to try and get the next set of power-ups. You will be attacked by all the monsters, who automatically go for the nearest player to them.

Also remember that if you collect most of the money and special weapons, you will ensure that your character remains well, but your partner will die. Once that happens, you're on your own, and to be honest, you haven't got a chance. So by all means get the upper hand occasionally, but remember to co-operate!

THE CHAOS ENGINE

GRAPHICS
Remarkably good. Each of the 16 levels has a different look. Superb detail and that distinctive steam-punk look make it gorgeous.

SOUNDS
If this was a CD, I'd buy it. It may be released, so look out for it. You can dance all night to it, especially if you've "done" some Lucozade.

PLAYABILITY
Eight-way violent mayhem, with tons to see and do. Every game is different, with more than just completing each level to achieve.

LASTABILITY
You can finish the game without even seeing half the stuff in it. There's so much in it and the addictiveness factor is very high.

OVERALL

Three cheers for *The Chaos Engine*. It's a class release, and every time you play you find more weird stuff in it. It gets pretty tough, too, which has got to be good. Oh and there are some gorgeous things to see later on in it.

And with that soundtrack, it's deserves a place in the 'Hall of Bloody Excellent Games'. So three more cheers are in order, probably.

JAMES ■

JUDGEMENT 90%

- TWO OF A KIND -
THE WINNERS!

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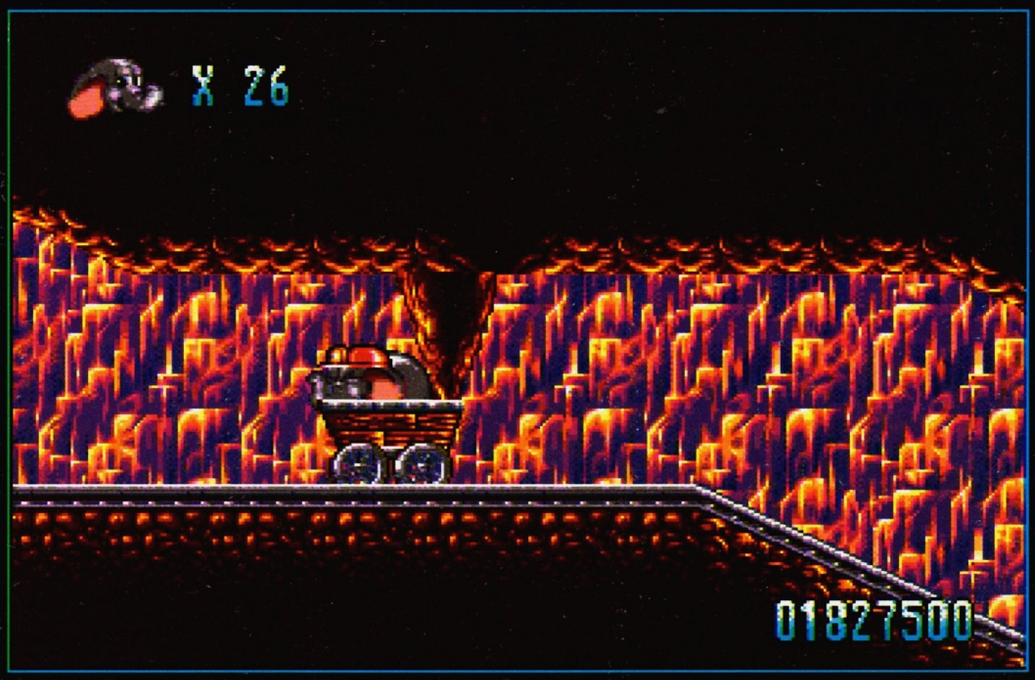
Blistering pace and superb tactical game play has made KICK OFF a legend in computer games world wide. Packed with options like game speed, KIT DESIGN, edit teams and player names, 4 different types of competitions, it provides a wide variety of game play. Action Replay facility lets you enjoy the glorious moments at leisure. Battery back up ensures that the competition results, kit design, team and player data is stored for instant recall.

Distributed in U.K. by Anco Software Ltd. Unit 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH U.K. Tel: 0322 287782

imagineer

SUPER NINTENDO ENTERTAINMENT SYSTEM



This is one of the secret bits, where Rolo takes a tortuous roller coaster ride through a mine in true Indiana Jones style (only greyer and with a trunk).

The most useful character is this little blue bunny chappie. He's got a massive leap and is consequently able to reach all the hidden bonuses.

Mr Beaver's talents lie in reaching any stuff across water.

ROLO TO THE RESCUE

Cute. That's what this game is. It's got a lovely squirrel, a sweet li'l mole, a cuddly bunny and one of the nicest beavers I've seen for a long time.

These are all friends of Rolo – a chubby elephant who was stolen from his mother at an early age and forced to do tricks in McSmiley's circus... (Oh god, I'm filling up. C'mon Steve, get a grip. And try not to think of Dumbo... Dumbo...? *WAAAH!*)

(Sniff). Sorry about that. Anyway, little Rolo has escaped and is busy tracking down and releasing his furry friends. Rolo must be a bloody popular little pachyderm, cos he's got hundreds of 'em, locked up in cages and scattered around whatever land this happens to be.

Rolo's escape plan is brilliantly simple: jump on the evil ringmaster's head, thus rendering him somewhat, er, dead.

Collect his master key to all the cages on that level. Walk past the cage to open it, and guide the liberated creatures to the transporter. Which, of course, is easier said than done.

You'll find that Rolo often needs his chums to help him achieve his goal and so it's all about using the jumping, swimming, digging and climbing talents

GAMES MASTER TIP

GREETINGS!
This level is annoyingly simple, but you can waste hours discovering the solution. So try following this short guide.

1. Simply jump up to the first cage on the right and walk through the wall.

2. Collect the key from the ringmaster. Head back left and free the squirrel from his cage. Ascend through the trees as far as Rolo can go.

3. Now you can use the squirrel to climb up the cliff, jump across on the elevator and bring it down for Rolo to ride on.

CRAP ELEPHANT JOKES OF OUR TIME NUMBER ONE - HOW CAN YOU TELL IF THERE'S AN ELEPHANT IN YOUR FRIDGE? FOOTPRINTS IN THE BUTTER.

FOR - MEGA DRIVE
FROM - ELECTRONIC ARTS
AVAILABLE - JANUARY
PRICE - £40
MEMORY - 8MBITS
STOP ■

OPTIONS - NONE
LEVELS - ERRM, LOTS
DIFFICULTY - OK/HARD
PLAYERS - ONE
SAVE GAME - NO
END ■

Since elephants, bunnies and moles all die horribly on contact with water, they've sent the beaver ahead to pick up a raft. Thrilling stuff, eh beaver?

The squirrel is adept at climbing up vertical rockfaces and generally precipitous items. *And* I bet he drinks carling Black Label.

No prizes for guessing that the mole's talents are in releasing state secrets to the Russians... Er, or perhaps it's just digging.

of his furry followers to do just that.

As with *Super Mario World*, you follow Rolo's quest across a sprawling map, which fits together like a jigsaw as levels are completed. Like *Super Mario World*, you can re-enter completed levels to find secret exits and stuff. But, sadly, unlike *Super Mario World*, there's no battery back-up (or passcodes) so completing the game will have to be done all in one go. So, there's no room for mistakes.

I almost finished two of *Rolo to the Rescue*'s four areas in a single evening, and while I did enjoy battling through the puzzley levels, I soon got tired of playing them again (and again) whenever I had to restart from scratch.

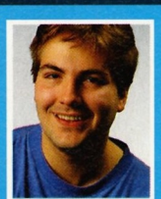
Given *Rolo to the Rescue*'s incredibly high cuteness factor and its massive kiddy appeal (I'm just a big kid and I think it's toppas), it's a shame that the programmers couldn't have chucked in a save game option to make it as player-friendly as it is cute 'n' cuddly. **STEVE JARRATT** ■

Now here's something a little different. Electronic Arts, masters of the sports game, have produced a cute little platform number

I found *Rolo to the Rescue* quite enjoyable at first. It's cute, there's no killing involved and it's easy to play.

The map is huge and there is no way of saving the game which means you will have to complete in one very long play session. This is the major drawback of the game. A battery back-up would have been a godsend.

Yeah, I agree with the verdict. It's as sweet as a pack of Rolos but will probably last a little bit longer. It's one of those big platform games that always prove to be popular, although with no way of saving the game there is a problem. **LES ELLIS** ■



This game has started me wondering just how cute things can get. I mean, just look at the cuddly, pink, fluffy gorgeousness of it all. Makes you glad to be alive, doesn't it?

But what's impressive is that there's a really tough sod of a game underneath the sweet exterior. It's not something that you're going to complete in a few minutes, that's for sure. So if you're partial to cutesy graphics, and you're challenged by tough gameplay, give *Rolo to the Rescue* a try. **JAMES LEACH** ■

GRAPHICS
Great cartoony scenery with bright, bold backdrops and slick parallax scrolling. Rolo and his mates are beautifully drawn and animated.

SOUNDS
Real tromp-tromp elephant music, with various themes . Tunes and spot effects are ideally suited to the jolly action.

PLAYABILITY
A clever platform puzzler Loads of secrets to discover requiring brain-power and arcade skills. Best suited to the young.

LASTABILITY
It's great fun for the first couple of sessions. But why oh why isn't there a save game option? This really cripples the lasting interest.

OVERALL

I'm a sucker for cuddly creatures and *Rolo to the Rescue* is one of the cutest games I've ever played! It's very clever, extremely playable and packed with hidden levels and things to discover. Sadly, it doesn't know whether to be a kids' fun-game or a testing skill-fest for real hard Mega Drivers, since the later levels get well sticky.

It's a lovely game, but until a save game option is shoved in, I'm afraid the 90% region is out of bounds.

STEVE ■

JUDGEMENT 84%

FOR - SNES
FROM - MINDSCAPE
AVAILABLE - FEBRUARY
PRICE - £44.99
MEMORY - 4MBITS
STOP ■

You have failed to become a god, and must work in an estate agent's office forever...

Of course, it's all about money. Gold opens doors (well, keys open doors, but gold pays for stuff once you've gone through). Here you see our hero, Toby (or whatever he's called) collecting a small bag of monies after punching and kicking a baddie to death.

There's a great deal of rather repetitive baddie-blasting to be done. It's not just the winning, it's the taking apart...

Oh yes, and, interestingly, in the background there's a switch which will allow our hero to hitherto unreachable parts of the level.

ERIC PLAYS GUITAR AND DALAI IS CURRENTLY HIDING FROM THE CHINESE.

ERIC CLAPTON AND THE DALAI LAMA ARE BOTH HELD AS LIVING GODS.

GODS

Here's the perfect answer to all those sad gits who complain about violent video games corrupting the kiddies of today. Just say "What about the legends of old, eh?"

All the ancient legends involve serious face-punching and the odd hefty shoeing as well. Heads come off, blood frequently spurts and people get charred, chopped and mutilated in the most disagreeable ways. And these sorts of stories were told to nippers as young as four, apparently.

Anyway, the basic idea in *Gods* is to become immortal. This can only be achieved by smacking in the heads of anybody who gets in your way.

Luckily you're wandering around a series of platforms littered with keys, weaponry, potions and other stimulants.

Also luckily, there are a vast number of mythical creatures to chop up. These generally take the form of weird oven-ready chickens and are easy to kill. Rather more horrible are the end-of-level bosses, who are modelled on legendary heroes like Hercules, Odysseus, Ulysses and, er, more.

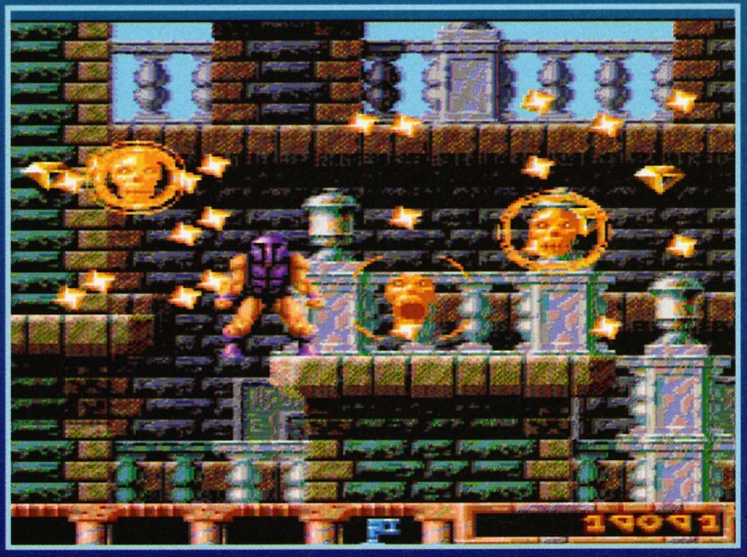
For a start, the game is a great deal quicker than the Amiga version, which has been out for absolutely aeons. Both the movements of your man and those of the baddies are smooth and as rapid as you please, making the whole playing experience a pleasurable one, to which you will return on several occasions, perhaps more.

There are four worlds, each of which connects pretty solidly with the last, making it like one continuous level with the occasional guardian thrown in for good measure. This limits the variations in graphics, however, and the game looks pretty similar most of the way through.

But never mind. It plays very well. Although platform collect-and-shoot games are two-a-penny, this one stands out above the rest. We're talking good graphics, nicely thought-out puzzles and tricks combined with extreme playability and a large chunk of style. It looks like nothing else, and the legendary plot, although also in *Myth*, works better in *Gods*, giving it a different sort of feel.

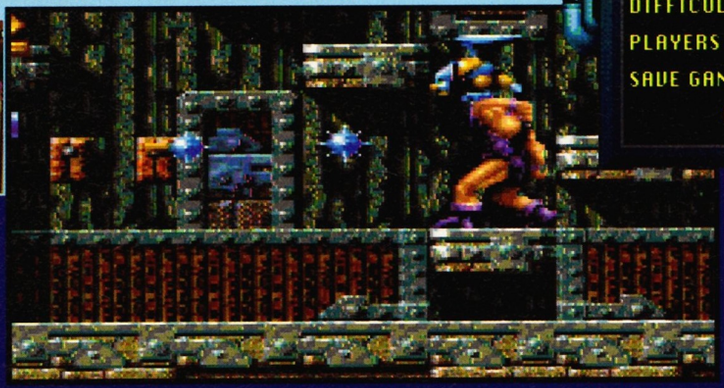
But the question which shouts out to be asked is, "Does *Gods* stretch the limits of what's possible with

Weird sort of legendary birds swoop around your head once you've got off the first world. They're a nuisance, but not much of a problem to kill. Still, it's nice to see a picture of them, eh?



Be prepared for some rather impressive effects when you kill the animals. Bits splurge everywhere, and you can even see the occasional subliminal devil-face if you're concentrating. Marvellous.

GAMES MASTER TIP



GREETINGS!
The key to Gods is successful manipulation of the levers on the walls. But sometimes it's a mistake to pull them all. It's best to go past without touching them. If you can get a couple of rooms further into the game, the lever probably has a detrimental effect, and should only be tried if you can afford to lose a life.

the SNES?" And the answer – no, it doesn't. Sure the game runs quickly and the whole thing is slick and colourful, but it's just a slightly updated Amiga game. More bits to it would be nice. There's surely more room inside the cart, and it wouldn't take that much more programming.

But these are mere dreams. What we've got is a damn good game. It's tough, fun and you'll want to play it lots. But a bit more variation and SNES gorgeousness would have been nice, so I'm going to give it 78% probably. **JAMES LEACH** ■

Although it's quite a plush and compelling platform-em-up, *Gods* doesn't have the "Goodness Me" factor which is so crucially required in this particular game genre. Sure, it's a step up from the Amiga version – but, in line with James' niggle – so what? It was bound to be. The SNES is capable of greater things than this and a deluxe conversion of an ancient game doesn't exactly induce instant arousal.

Okay – so it could be justified by saying that the original game pre-dated the console boom and so the new generation of console owners have a right to play a new, improved version on their very own machine. But this terribly uninteresting conversion-by-default trend is emitting some evil smells of laziness. If you haven't played the game before, it's worth a fiddle. Just don't expect to be waylaid by the baseball bat of technical excellence. Or something. **ANDY LOWE** ■

1I first played Gods on the Amiga and to tell you the truth it was very slow. It looked nice and had great gameplay but the character sprite lacked speed. The SNES version is basically the same game with excellent graphics and addictiveness. This format sees the sprites speeded up, dramatically improving the game, so it no longer takes half an hour to walk across the screen. A fine game which has been made even finer. **ADRIAN PRICE** ■

GRAPHICS
Very nice, but surely the SNES could be working harder at making things look a bit better. Quick and smooth, though.

SOUNDS
Whacking and zapping noises, as well as a jolly little tune which seems really inappropriate to the theme of gods fighting it out.

PLAYABILITY
Fast, smooth and lots of weaponic variations. Controllability can suffer when you're on ladders, mucking about with switches.

LASTABILITY
The difficulty is perfectly set, with the game getting tougher in keeping with your abilities (unless you're really crap).

YOUR ONE-STOP SHOP

If you collect a special gem during the game, you'll summon a shopkeeper. His suitcase is packed with good things to buy, all of which will aid you in your quest. Beware, though. Using the wrong weapon at the wrong time will severely curtail your offensive powers and gameplaying enjoyment. For example, using the wide knife-throwing arc is no help against tough baddies requiring the intense weapon arc.

1 Food. Restores energy.

2 Standard weapon-throwing arc.

3 Intense weapon arc. Marvellous.

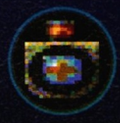
4 Wide weapon arc. Brilliant.

5 More food. Stave off those hunger pangs.

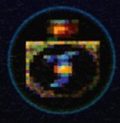
6 Extra lives Rare but very useful indeed.

7 Health restorer. Jolly, useful as well.

8 Magic potion which freezes baddies and, er, aliens, or whatever the annoying creatures are.



9 Shield. Protects you from things, as shields are supposed to. Pretty sensible, really, when you consider it.



10 Throwing stars (shuriken, probably). More dangerous than spears an' that.

11 Power potion. Increases, um, potency. You live longer, basically, and can take more punishment.

12 Health restorer (dead powerful, this one). It really is, definitely.

13 Spear. Certainly better than those broccoli spear things.

14 Death star. Sort of smart bomb that clears the screen.

OVERALL

Gods is a good, quality product. It's better than the Amiga version by far, and you can easily get hooked and lose a few hours in it. But I still reckon that it's a bit too samey all the way through. Each world seems to be a wooden door away from the next. Pity about that, but the game is still fun.
JAMES ■

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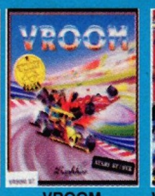

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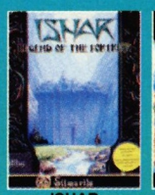

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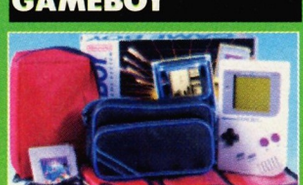

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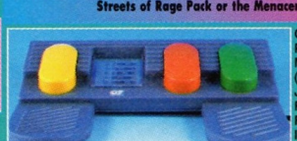

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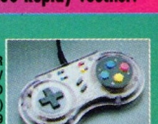

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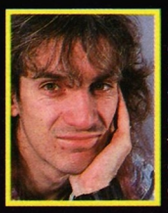
WING COMM

Ah, the typical hero. Square jawed, handsome, rugged and tough. Bit like me really (*Stop that right there* – Ed). Well alright, here the hero models the latest in fish bowls.



Wing Commander, one of the most eagerly awaited releases for the SNES, is here at last. For those of you who don't know, this is the game which managed to switch on the serious PC community to games. Evidence enough that this game is something special.

Wing Commander is one of the most gripping and interesting shoot-em-ups I've ever come across. There aren't many 3D space blasters around for the system, and this is by far and away the best of the lot.

At the start of the game the storyline is extremely simple – the humans are pitted against the Kilrathi in a conflict for universal domination. But as you progress through the game, the plot twists and turns to reflect your performance.

You begin as the new recruit on the front line of the war against the Kilrathi. However, if you mess up the first few missions, you'll find that your assignments have less and less baring on the war. Escorting minor transports in a safe section of the system is hardly appropriate work for an interstellar combat pilot, is it?

If this guy knows so much, why doesn't he get out there? Then again with all those enemy ships around he's the sensible one.

Once you start bungling these simple missions, you will find it a real struggle to make it back to the front lines. One of the most successful features of *Wing Commander* must be this truly addictive, interactive plot. This gives a genuine purpose to the deep space zooming and blasting.

Visually, *Wing Commander* is one of the best I have seen on the SNES. It's right up there with *Star*

No sh... er kidding. Drag up an ammo box and let me tell you about it. Well there were these ten Kilrathi ships and I was out there on my own... well there was only one of them, I flew a bit too close to an asteroid, that's where the dents came from.

I'm really not convinced by this. The shots here look great don't they? But when they're moving, it's a different story. I've got a big problem with the way the graphic engine makes the ships flick and flit about as your view point changes.

One second you'll be chasing down a Kilrathi ship, about to put a photon torpedo up its exhaust, and the next it will be pointing in a different direction. Of course it's understandable given the amount of mega-maths the machine is having to do, but it's still pretty ugly. **JIM DOUGLAS** ■

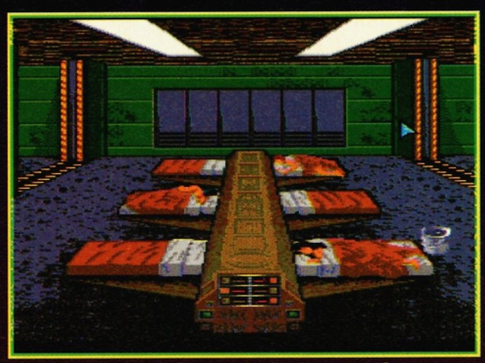
Okay so let me get this straight, this stick in the middle steers the ship, right, where's the on board CD player? Where do I hang my furry dice. Right what do I do about those mine things floating towards me?

"Yeah I know, it was easy really, honest skipper. Do I get my medals now?" Promotions and medals only come with multiple successes and lots of Kilrathi kills, so keep practising.

NANDER

FOR - SNES
FROM - MINDSCAPE
AVAILABLE - TBA
PRICE - £TBA
MEMORY - 8MBITS
STOP ■

The presentations are more longwinded than the Queen's speech. At least you can flick past, if you can't stand to see yourself rewarded.



The GamesMaster crew in their natural states. Hyped up and ready for action, there's never a lapse moment here at GMHQ.

Old Shotglass is one of those who thinks he knows it all after a few simple escort missions.

Wars and *Mickey Mouse*. The intro sequence alone is stunning. Combine this with all the bits in between and you'll start to wonder why you ever played normal shoot-em-ups – you'll never look back once you've seen this. Never having actually flown in deep space combat I'm not exactly sure what it's like, although a shot at *Wing Commander* is probably as close to the real thing as you are going to get, for the time being at least.

The only criticism I have of *Wing Commander* is that it can get a little repetitive, especially if you keep dying on one mission. That aside this is going to be one of the biggest selling SNES games ever. Only the possibility of Mario becoming a space pilot could possibly rival this one for a top slot in the ratings.

If you are looking for a shoot-em-up for your SNES this has to be the one. It has an epic storyline which changes according to how you perform during the game. Ultimately it's this brand of interaction which drags you in and gets you hooked. The graphics are stunningly detailed – the first time you see them, you'll be taken aback.

It is a safe bet that no-one is going to finish *Wing Commander* in a few days, this is one of those games which will keep you going through the long, dark, winter nights.

Yet again the SNES shows how to lead the way in the video game wars. There is no way you can call yourself a real shoot-em-up freak until you have locked horns with the Kilrathi in *Wing Commander*. Go for it.

LES ELLIS ■

...and the medal ceremony is still going on. All I did was find the ship's supply of toilet rolls.

HOW NOT TO FLY A MISSION

1 Spend the all-important briefing time flicking elastic bands at your wingman.

2 Complain to the maintenance men about not putting the go faster stripes and the furry dice on your ship.

3 Perform the coveted wheel spin in the docking bay just before you launch.

4 Spend ten minutes wondering what those red blips are on your radar screen.

5 Think "cor, what a nice fire-work display".

6 Oh, those aren't fireworks, they're the enemy lasers. No problem, I've got a secret new manoeuvre up my sleeve.

7 Oops!

8 He won't be missed.

OPTIONS - NONE
LEVELS - N/A
DIFFICULTY - 1 LEVEL
PLAYERS - 1
SAVE GAME - PASSWORD
END ■

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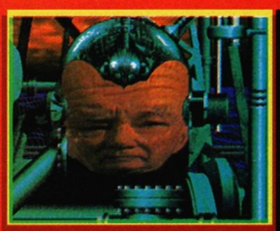
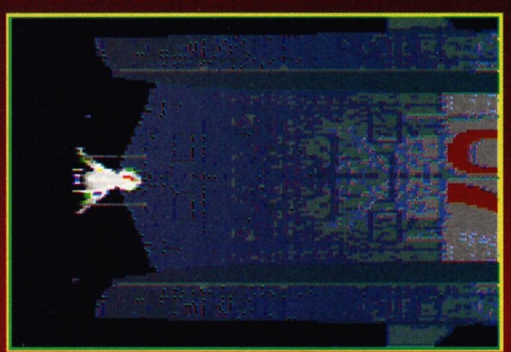


LES, right? I'm Knight. Welcome to the Blue Angels.

GREETINGS!
Most of the characters you meet in Wing Commander are combat veterans. Listen to them in the bar on the Tiger's Claw and they will give you advice on the best methods to use to take out the Kilrathi forces. The only person who isn't worth listening to is MANIAC.

All is quiet, when all of a sudden the radar picks up a mine field, blasting them is out of the question (although why is never explained) so you will have to take evasive manoeuvres.



Another mission completed – time to head home for Horlicks and a bedtime story. It's tough at the top, but someone's got to do it.

If your asteroid evasion or combat flying isn't up to scratch then this is what you will find happening to you very quickly. No time to hit eject you are about to become space dust.

Converted from the excellent PC version, *Wing Commander* appears to have all the necessary components of a great game.

It doesn't take too long to get into this game (despite its epic proportions) and battle for the freedom of the known worlds (well, something along those lines).

The graphics really are gorgeous and everything has been animated smoothly. The scene where you see your character running down the hall to his spaceship really has to be seen to be appreciated.

The gameplay involved is, to say the least, deep. There are countless missions which range in complexity from easy to hard, making it a challenging game. With passcodes to let you continue this will certainly find its place in the 'great game' league.

Wing Commander is an excellent game which has been polished till it shines. Get it now, that's all I have to say. **ADRIAN PRICE** ■

GRAPHICS
As close to perfect as you're going to get. All the story screens are brilliant and the flying sequences are simply breathtaking.

SOUNDS
A pounding soundtrack adds to the wonderful atmosphere of the game. The music has to be one of the game's strongest points.

PLAYABILITY
With the storyline and the all-round stunning looks this is a pleasure to play. Once you start the game you won't want to surrender.

LASTABILITY
One of the more difficult shoot-em-ups I've come across. The game is structured perfectly to keep you blasting away.

OVERALL

What can I say. I love this game. Play this in a dark room with the volume turned up and you are in a different world. The interactive storyline creates such an atmosphere that you can get quite carried away. After a few conflicts with the catlike Kilrathi the neighbours' cat had better watch out. I keep coming back to this time and time again. Buy it and you'll find yourself doing the same. I recommend this game to every SNES owner.

LES ■

JUDGEMENT 94%

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The adventure begins at Barnett College. Indy has a mysterious gift from the mysterious git, Mr Smith, AKA a crafty Kraut called Klaus Kerner.

Indy meets amateur scholar, part-time poet and professional dreamer Alain Trottier in Monte Carlo... and later on becomes caught up in a gripping car chase through the streets.

From blubbery Al's, Indy rides either in a balloon or on a camel across the desert to a dig site. The bad guys are conveniently tagged 'TROUBLE'.

INDIANA JONES AND THE FATE OF A

THE GRAPHIC ADVENTURE

Watch out cos the man with the hat and the whip is back. Indiana Jones' latest adventure on the Amiga apparently comes from a comic book rather than being based on a film. This time around those conniving Jeermans are in search of the legendary city of Atlantis, for among its many secrets is a never-ending supply of a potentially devastating mineral called orichalcum. With it, the sausage munchers can rule supreme. In short, they must be stopped.

Will Indy beat the boche to Atlantis and save the world? Will he get a decent snog at the end of it all? Well, all that's up to you.

In his quest Indy goes globetrotting – so, no surprises there. Along the way he picks up Sophia Hapgood (a former assistant who's now turned psychic), and bumps into all sorts of chummy and not-so-nice characters. He encounters a fair few problems en route which can be solved using objects picked up along the way combined with the help of your intellect.

Your first big job is to retrieve Plato's Lost Dialogue – a valuable book of clues which point to the whereabouts of Atlantis. Once the novel aid is found, the adventure splits into three paths (Fists, Team or Wits), which are essentially the three difficulty levels of the game. Most of the locations presented have subtle additions or omissions, but

Nope, *Indy and the Fate of Atlantis* isn't the bee's trouser-stains when it comes to graphical adventures. *Monkey Island 2* still beats it hands down. But it's a good attempt, and a lot of chuckles can be had playing it.

The plot is pretty cohesive, but it just doesn't come to life as you wend your way through it. It doesn't have the playability that it should, and you could find yourself getting weary of the continued Nazi onslaught, becoming incredibly annoyed by the eleven (count 'em) disks the whole thing comes on.

Overall, *Indy and the Fate of Atlantis* isn't bad enough to be consigned to a watery grave, but nor does it deserve a place on dry land. Perhaps it should be left in a bog, swamp or marshy area with no footpaths. **JAMES LEACH** ■

GAMES MASTER TIP

GREETINGS!
Buying a hard disk drive would be a good start. But if you can't afford one, use the following advice to speed your way through...

On no account should you get involved in GBH with the bouncer, Biff, when you're in New York. Push a few crates and sneak into the theatre round the back way.

If you're having trouble finding your way out of the Cretian labyrinth then try constructing a makeshift orichalcum detector. All in all it's quite a simple solution provided you can find the necessary parts... that is, some string, a comb and a scarf. Now give it a good rub to make it work, the detector that is - but make sure any orichalcum on your person isn't exposed!

NOT ONLY DID THE JEERMANS LOSE TWO WORLD WARS, THEY ALSO LOST THE WORLD CUP ONCE TO ENGLAND!

OPTIONS - N/A
LEVELS - N/A
DIFFICULTY - N/A
PLAYERS - ONE
SAVE GAME - YES
END ■

All the action happens in the top two-thirds of the screen. You see animated sequences and dialogue and interact with the scenery via the verbs shown in the panel at the bottom of the picture. All objects collected by Indy are shown on the right-hand side of the panel.

I can't remember much of the Indy films. They seem to have blurred into one seven-hour epic that'll have you diving for the bathroom cabinet before they get under way.

But this game seems to be a pretty good rendition of the Indy-style adventures. For such a big game it feels and looks quite easy to get into; there's always something going on (and it's usually quite loud). You get to crack your whip at various National Socialists, and there's a lot of nice graphical detail in the background.

A fine game. LucasArts have pulled off another one. It's not amazing, but competent and well worth getting stuck into, especially if you're a fan of the films and you fancy yourself as a bit of a Harrison Ford-style rugged type.

LES ELLIS ■

ATLANTIS

the problems are usually unique to each path.

Non-interactive animated intermission sequences are occasionally shown. These are a nice addition as they impart a film-like atmosphere and provide a breather from the exploration, character discussions and puzzle-solving.

Those are only a couple of many nice touches in *Indiana Jones and the Fate of Atlantis*. Another, which isn't explored quite as deeply as it might be, is the option to play the part of Sophia. She's the only person capable of sweet-talking a certain character, but sadly that's about all she's good for.

The plot is top-notch, the look and feel of an Indy adventure is spot-on and there's a smorgasbord of puzzling shenanigans to feast upon. But – and it's a big one (honk!) – all this is tainted by the adventure being spread across 11 disks and mucho disko accessing and swapping is involved. There are other (minor) faults such as not being able to use Indy's whip as often as I'd like.

Overall though, I have to admit that I found *Indiana Jones and the Fate of Atlantis* to be far more entertaining than, say, those smug, ugly Sierra romps or even the impressive *Monkey Island 2*.

It may not be a laugh a minute, but the dry sense of humour will often raise a smile and relieve the frustration of not being able to solve a particularly taxing problem.

IJATFOA:TGA isn't as interactively action-packed as some Indy fans might like, but anyone enamoured by Dr Jones' more intellectual side is in for a rare and tasty treat.

JIM DOUGLAS ■

In the jungle of Tikal lies a temple and the shady Charles Sternhart. Unfortunately Chas won't allow the duo to explore his inner-sanctum until they prove just how smart, or honest, they are by answering a question, parrot-fashion (hint hint).

Meanwhile, the Nazis are busy discovering the explosive power of orichalcum.

GRAPHICS
Smart animations and lots of 'em. The quality varies between pretty to pretty rough. The scrolling's a bit poo, too, come to think of it.

SOUNDS
An ill-fitting soundtrack rubs you up the wrong way and there are beggar-all spot effects to lick your ear drums.

PLAYABILITY
Easy-peasy lemon-squeezy mouse-driven interface, and you can't help but get off on the (by and large) cinematic atmosphere.

LASTABILITY
Plenty of puzzles, and three paths to play. Even if you manage to complete it, you can try to finish it again with maximum IQ points.

OVERALL

IJATFOA:TGA is the best adventure of its type available for the Amiga. Sure, it slows down in parts, and if you haven't got a hard disk drive you might take offence at the disk swapping involved. Tough. Put your brain in gear for once and give your tired trigger finger a well-earned rest. Those dashed Hun deserve another good kicking.

JIM ■

JUDGEMENT 89%

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SUP
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"Nice shot kid, now let's go home". Trench warfare takes on a new meaning when you're fighting swarms of TIE fighters on the Death Star.

There may not be much traffic congestion in the desert but that doesn't stop the Jawas from trying to prevent you from overtaking their sand crawler. Blast them all and take to the skies to avoid the pits.

Where would the movie industry be without Star Wars, eh? Never before had a film created such a buzz – even if you weren't a sci-fi fan, it was *the* film to see. Now the SNES version of the Star Wars epic is fast becoming *the* game to play, whether you liked the movie or not. At last a game has come along that could well live up to the hype. Forget the old days of movie conversions, when the games failed to live up to virtually everyone's expectations. *Star Wars* is on the scene, and we're closer to the interactive movie than ever.

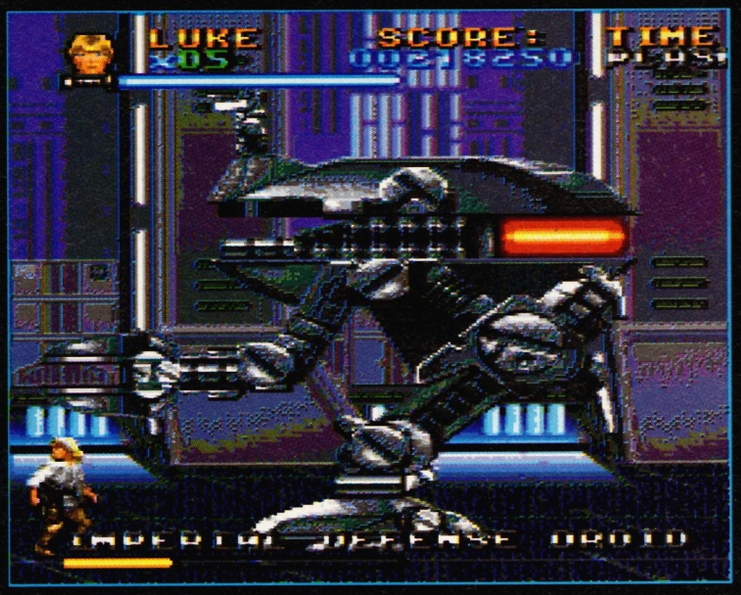
From the start you know you are in for something special. It's like watching something from the movie itself. There's the scrolling message, the fighting spaceships – everything you would expect to be there is there, along with the glorious soundtrack. The game itself is divided into sections, each depicting a scene from the film, although some of the scenes portrayed seem to be rather a curious choice. I mean, for how long did you see Luke in the Jawa's Sand Crawler? Not long, if at all, methinks. However the levels that are included are pretty stunning.

The action ranges from a romp through the desert where you blast the hell out of everything in sight to the platform blasting of the Sand Crawler. Between them you'll find the amazing 3D effects of the Land Speeder racing to the Crawler and many others. There is something here that will appeal to all kinds of gamesplayers, but believe me, only the best will get to see the later levels – this is one tough cookie.

As far as looks go this game can't be faulted. Even the platformy stages look as though they could have been

A forcefield that won't stop a Jedi – use the force, or simply slide under it.
Hmm, a solid door, what can we do about it? Well, we have a blaster so why not blast it.

ER
AR
RS



I can't remember this being anywhere in the film but I guess in such a superb game creative license is allowed. This defence droid stands between you and escape from the Death Star. Come to think of it, it's pretty offensive for a defence droid. (*That's enough of that* – Ed.)

taken straight from the film. Great detail has been incorporated throughout the scenes – the backdrops are breathtaking at times. It is rare for a game to look as sweet as this and still have any semblance of gameplay left in it. How many SNES games have there been that look really nice but which completely suck when it comes to gameplay? Too many, that's for sure.

Graphics and gameplay may be what ultimately sell a game, but a stunning soundtrack like this makes things so much more interesting. It certainly attracted a lot of attention around the office when I turned up the volume. I can't think of any game which has better sound effects and music than this. It makes you wonder what could be achieved with a CD version? ➤➤

This very horrendous thing is the Sarlaac Pit Monster. This actually came from The Return of the Jedi – but what the hell, just make sure you blow him away before he wastes you.

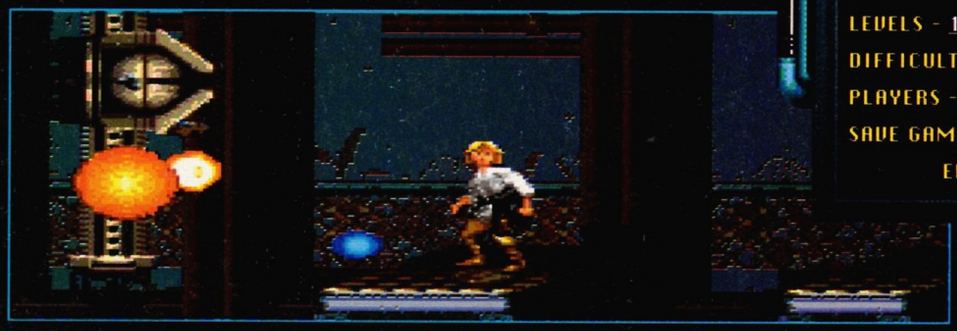
It seems like a bloody age since Star Wars was out up the cinema. 15 years. Shocking, isn't it? Nevertheless, what with it coming out on rental vid, then sell through, then sell through widescreen, and laser disc, and what with it being one of the greatest ever films of all time ever, public interest in the official game of the exploits of Luke, Han and the others is still pretty hot news. This is a jolly enough effort, with the plot of the game keeping just close enough to the film for the die-hard fans' benefit yet still throwing in enough surprises to keep you on your toes.

Nice enough Mode 7 stuff down the trench (ahem) too, but nothing oh-my-god-it's-so-incredible, I'm afraid.

JIM DOUGLAS ■

Going down, keep firing to take out fire pits on the side of the crevice.
Luke has blaster, Luke finds droid, droid gets blasted, dead simple realy.

OPTIONS - 4 SET-UPS
LEVELS - 10
DIFFICULTY - 3 LEVELS
PLAYERS - 1
SAVE GAME - NO
END ■



Inside the crawler you will come under attack from all manner of automatons. Luckily Luke can use high powered guided missiles against them. These'll make short work of any machine.

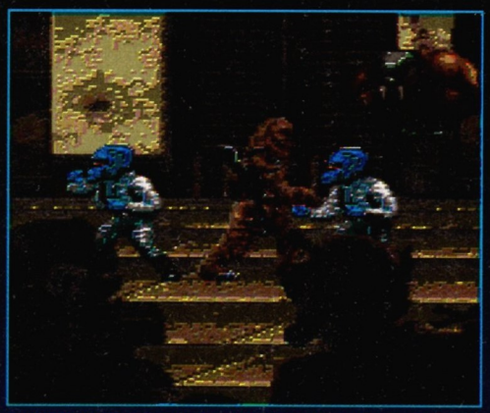
The action switches to Han as he makes his way towards the Millenium Falcon.

This game is a lot better than I thought it would be. Star Wars is a high target to aim for, and I expected the game to sprawl all over the place, trying to keep up. But not a bit of it. Smart graphics, marvellous gameplay and a great deal of variety all combine to make it a seriously good chunk of hot gamesplaying action (as we say in the trade).

Super Star Wars hasn't got any real faults. Maybe it's a bit too tough, but this has got to be a good thing in the long run. It looks well, plays well and you should buy it.

Don't listen to Jim. He's just in one of his moods.

JAMES LEACH ■



It really is a bit much. All Chewie wanted was a quick bevvie or two with his mates and ends up having to tear up some alien scumbags. This bar brawl is getting out of hand.

➤➤ All this praise is doing my head in, is there anything wrong with *Star Wars*? Well actually – yes. There aren't many levels to it, which is probably just as well because some of them are so hard that it would take forever to finish them. There are also a hell of a lot of things in here that don't actually appear in any of the Star Wars movies. Come to think of it, there isn't much from the movie in here at all. The Death Star trench sequence is a disappointment. With the SNES's capabilities the programmers could have gone for a Mode 7 frenzy, but didn't. The trench is a tad slow and jerky for my liking.

These criticisms aside I think that *Star Wars* is a classic game. It's a perfect example of the sort of polished graphical cavalcade that makes the SNES look so effortlessly dreamy. Oh, er, I've come over all strange.

Still, you get the point. This is a great game and well worth the sponds. Or zonks, or meebles, or whatever the space currency happens to be these days.

LES ELLIS ■

GRAPHICS
Beautifully drawn scenes and an intro sequence which has to be seen. Far superior to any other space blaster/platform game.

SOUNDS
As close to perfect as possible without a CD. Great blasting effects. Some in-game effects sound just like their movie counterparts.

PLAYABILITY
Instantly playable. The controls are easy to master and there is enough variety in the missions to keep you interested.

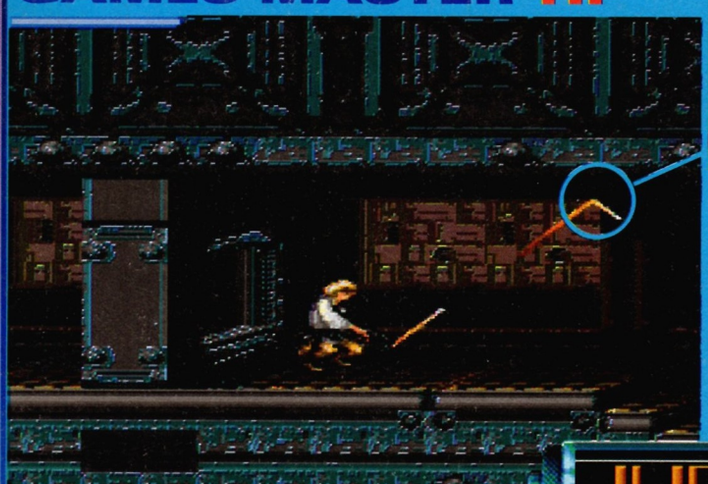
LASTABILITY
There aren't many missions but they are long and tough. Brave the higher levels you'll find yourself with a real fight on your hands.

OVERALL

Star Wars is an amazing game, breaking new ground in video gaming. It's rare to find a game that is strong in all departments. With great sound, graphics and action there isn't a lot wrong with it. There may not be many levels and the fact that you have to start from the beginning of the level every time you die is annoying, but this is a classy piece of software. This and *Mickey Mouse* show how powerful the SNES can be. Recommended.

LES ■

GAMES MASTER TIP



GREETINGS!
To become a true Jedi knight you must locate the droids in the Jawas' Sand Crawler. Remember your laser shots will bounce off its metal walls. This is an easy way of taking out ceiling targets and mid-level guardians.

JUDGEMENT 92%

Yo! Mickey Mouse in the house!

Hey, I don't strut my stuff for no one. So, like, get off my sleeve, man!
Cos we're totally unofficial, we can tell it like it is. And we do, too!

TOTAL!

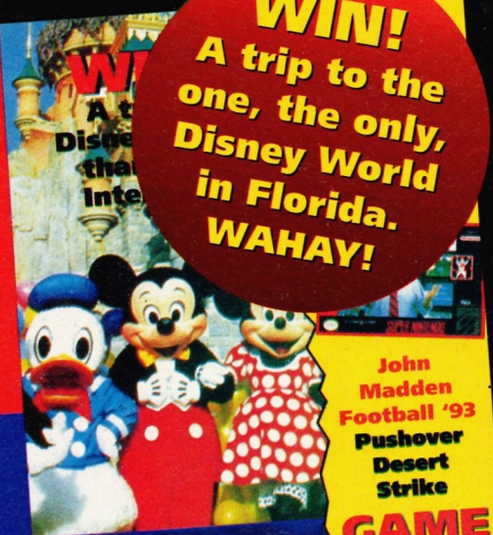
100% FOR PLAYERS OF NINTENDO

- Super NES
- Game Boy
- NES

The independent Nintendo mag from Future Publishing

January 1993 Issue 13 £1.95

WIN! A trip to the one, the only, Disney World in Florida. WAHAY!



John Madden Football '93
Pushover
Desert Strike

GAME BOY!

Loony Toons
Terminator 2
Xenon 2
Spiderman 2
Krusty's Fun House

NES!

McDonald Land
Dyna Blaster
Parasol Stars
WWF 3

STARRING MICKEY MOUSE!

Capcom work some Disney magic on the Super NES. Live the quest on page 30!

© Disney

50 Reviews! More than any other mag!

Possibly the best magazine beginning with 'T'

KRUSTY'S GUIDE TO SQUASHING RATS

So what do you actually have to do in this game then, eh? Well, here's a quick walk through one of the levels...

RATS: "(Squeaky giggles). Look – it's old Krusty and he thinks he's going to kill us..."

KRUSTY (THINKS): "Hmm. A couple of fan-type things on the floor and wall. Intriguing..."

"...first I'll hop up to this platform and add this useful block of wood to my inventory."

RATS: "Hey, that was nice of Krusty to place that block in that position. Let's go, guys!"

RATS: "Aaargh – we've been blown up by the screen and into Bart's squishing machine!"

KRUSTY: "Indeed. The rats are gone and I am the skillster. Now, I shall depart."

Krusty's Fun House is full of rats. Krusty is worried for his business and he really is anxious to get rid of them ASAP. Enter one Bart Simpson (and assorted other Simpson characters) manning a boxing-glove-on-a-spring style mashing machine. The sadistic Krusty realises that all he has to do is get the rats to walk into the machine and all his troubles are over.

Now any of you who have met a rat will know that getting a rat to walk anywhere near where you want it to is quite difficult. Some would say impossible. But luckily for Krusty these rats are spectacularly stupid. Either that or on drugs. They just keep walking (Lemmings style) in whichever direction they happen to be facing until they either walk into a wall too high to climb over or fall off the edge of something. Realising that this bizarre (and, quite frankly, stupid) behaviour is their one weakness, Krusty must simply scuttle around each level placing objects in the way of rats to turn them around, bridging gaps in order to save them from falling down holes and generally orchestrating their progress from whichever point on the screen they started from to the mashing machine. Once all the rats are mashed, Krusty returns to the point at which he entered the level and it's time for the next challenge.

Combing two sorts of gameplay in one game usually ends in mediocrity. But *Krusty's Super Fun House* almost makes a welcome exception to the rule. The game is basically half *Lemmings*/half *AN Other Platform Game* and the two game styles almost merge effortlessly together as Krusty has to scuttle frantically around his world collecting blocks, dropping blocks, and generally guiding his rats to doom. But one problem is that it's often impossible to work out where you are on the screen in relation to your rats. The levels get fairly big fairly quickly and getting around them takes time. Pipes, blocks, walls and floors quickly combine to form mazes and, as a result, it's occasionally damn tricky to get simply from, say, one end of a table to another because a) there's a bloody great wall in the middle of the table, and b) the room is so full of stuff you have to go via Norway to get to the other end.

I guess if you spend enough time playing you'll get to learn the level geography and can map your progress, but the idea of a puzzle game is to work out a solution – not wasting all your time trying to implement that solution due to confusing level design.

But enough of the griping, on the whole *Krusty's Super Fun House* proves to be a lovely, challenging game which comes recommended to anyone who thought that they might have liked the idea behind *Lemmings* but found the game to be just a tad too slow for their tastes.

NEIL WEST

Well, at least we seem to have lost the "Eat My Shorts" business. The SNES and Mega Drive versions of *Krusty* didn't exactly push the machines to their limits and so the Amiga handles the conversion quite capably.

This is a hugely entertaining and progressively challenging game which upturns the concept of *Lemmings* and mutates it into a deceptively devious platform thang with layers of playability and a spot of extremely satlsfying graphic violence towards rodents. Seriously stonking.

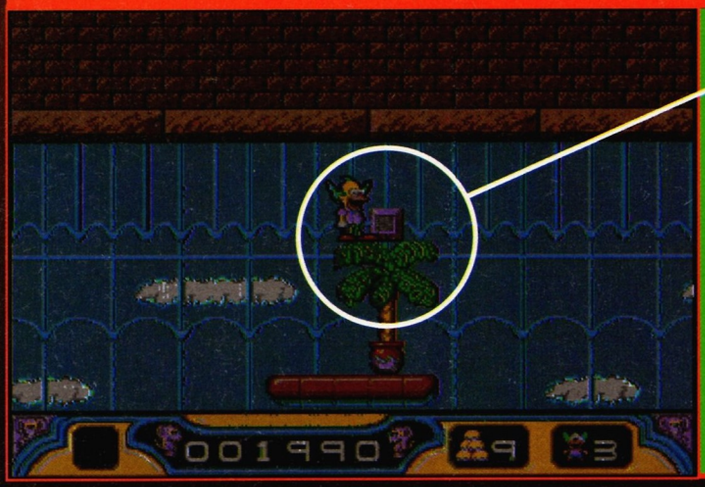
ANDY LOWE

KRUST
SUPER FUN HOUSE

FOR - AMIGA
FROM - ACCLAIM
AVAILABLE - JANUARY
PRICE - £29.99
MEMORY - 1 MB
STOP ■

OPTIONS - NONE
LEVELS - 5 STAGES, 7 LEVELS
DIFFICULTY - JUST 1 LEVEL
PLAYERS - 1
SAVE GAME - PASSWORD
END ■

GAMES MASTER TIP



GREETINGS! Many of you may feel that the palm trees are purely decorative, but try jumping on the leaves to gain the extra height needed to reach certain power-ups.

After working with the Simpsons, good old Krusty the clown has finally got a game of his own. The aim of the game is simple, eradicate all the rodents in his house of fun.

This is not as simple as it sounds because this is a puzzle game and they aren't normally that easy. *Krusty's Super Fun House* does have a progressive learning curve and is quite easy to get into, although some of the later levels can be tricky. This is quite a good variant on the puzzle game theme and takes the boring element out of playing them. This will definitely keep you busy for a while.

ADRIAN PRICE ■

The dynamics of the game are simple in the extreme. Simply waddle around and pick a door – any door. Enter and, er, the game appears.

Krusty and ol' Snakey begin to execute their notorious comedy dance routine. "The stars! In, out, in, out... Yeah!" (*Here's your P45.* Ed.)

GRAPHICS
Not bad – not bad at all. The Amiga attempts to carry off what the SNES and Mega Drive achieved effortlessly and almost manages.

SOUNDS
Nothing to send you screaming for a balaclava helmet, but nothing really to play on your Walkman either.

PLAYABILITY
There's all sorts of things going on – puzzles, exploration and platform adventuring to keep the interest up.

LASTABILITY
Lots of levels – but the password system means you'll butch your way through fairly quickly then not come back again.

OVERALL

Krusty's Super Fun House attempts to combine *Lemmings*-style brain abuse with standard run-jump-dodge platform action. It almost works very well indeed and is easily the best *Simpsons* game for the Amiga.

NEIL ■

T Y'S

JUDGEMENT 80%

Straight into the huddle, and the number of plays available are all part of the game. Normal, Shotgun, and Flood Left works every time.

Catching the ball in heavy traffic, just get on your spot and wave your hands in the air (wave 'em like you just don't care etc...) Nice 'n' easy.

FOR - SNES
FROM - ELECTRONIC ARTS
AVAILABLE - DECEMBER
PRICE - £39.99
STOP ■

JOHN MADDEN 93

I've never had such an extended bout of Electronic Arts bashing as over the last two days, when I've been subjected to the bosh-em-up-and sell-em-on travesties which were originally *NHLPA Hockey* and now this, *John Madden '93*. This is the first appearance *Madden*'s made on the SNES, and pretty good it is too. It should be excellent, but it's not quite there. True, there are more plays and strategies than you initially know what to do with, and the options enable you to fine-tune the game's parameters exactly as you want 'em. All this is exactly as it should be.

What isn't so good is the gameplay – the speed of the on-screen characters is strangely erratic. Call the hut, drop out of the pocket and everything is nicely under control, then catch the ball in a crowd and everything gets faster by at least 10%. It's something you can learn to anticipate after a while, but this stop-go action is a real pain to start with.

The main sprites are perhaps smaller than they should be, but the sonics are top quality. As a Gridiron game there's still nothing that can touch *John Madden*. The 1994 version should see all the bugs ironed out, so roll on next year. **LES ELLIS** ■

OVERALL

The controls and plays all take a while to get used to, but that was always the thing about *John Madden*. With every NFL team in there – plus some of the best ever to play – you won't put this one down in a hurry. If only the gameplay were a little more polished.

LES ■

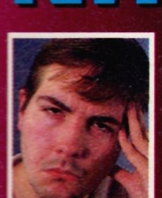
JUDGEMENT 88%

Well, that's Ice Hockey for you. The moves are all in there, it's just a question of making them out through the chunky graphics and gameplay.

And he's down! Unlike the Sega version, it's quite a challenge to get the opposition to fight this time round. So get in there and get fouling.

FOR - SNES
FROM - ELECTRONIC ARTS
AVAILABLE - NOW
PRICE - £39.99
STOP ■

NHLPA HOCKEY 93



Oh good lord, what's this? I love *NHLPA Hockey 93* on the Mega Drive – it's fast, the gameplay's tuned to perfection, and the two-player mode is the last word in frantic action – but what the hell have the programmers done to it on the SNES?

For a system which blahs on about its superior graphics, sound and colours, I don't see much of them in evidence here. What's more, the animation and graphics are so stilted and chunky you're left wondering whether this really is the SNES that you're playing on.

The range of options is all present and correct, however. You can compete in the full league and work your way up (or not) to the top to win the championship. Alternatively you can choose to play one-off games versus the computer or a friend.

To keep the SNES's processor speed up to pace with the Sega system version, the programmers at Electronic Arts had to cut the animation frames down to a minimum. The result is that the fluidity and gameplay suffer.

Still, there's a good feeling of impact as you go belting up the pitch, only to have the puck whipped out from under you.

The klaxon blaring and fanfares all add to the atmosphere. Taken in isolation, it's still a fine game, but as sloppy conversions go, this one's as guilty as they come. **JAMES LEACH** ■

OVERALL

Chunky graphics and hobbled gameplay destroy the fluidity of an otherwise classic sports title. Unfortunately, games like this live or die on their gameplay, but if you don't mind second-best conversions, this is still the best ice hockey title in the league.

JAMES ■

JUDGEMENT 68%

PGA TOUR GOLF 2

FOR - MEGA DRIVE
FROM - ELECTRONIC ARTS
AVAILABLE - JANUARY
PRICE - £39.99
STOP ■

Wasn't it George Bernhard-Shaw who once said that golf was a waste of a good walk? Well, he could be right. Thankfully though, someone invented computers. You can now play a full 18 holes on a selection of courses without the hassle and expense.

PGA 2 is the sequel to one of the most popular golf games on a range of formats. It's easy to control, full of options, graphically competent and excellent fun when there's a group of you playing. So what are the changes? There are three new courses; these on top of the original four give you more than enough variety. The Draw-Fade meter is helpful for accurate shots as your play progresses. The new Hole Browser option is useful, although it really only serves a cosmetic role as everything you need to know is shown to you by the fly-past at the start of every hole.

Next, we have the skins feature where you gamble huge stakes of readies on each hole of an 18-hole round. Up to four of you can take part. The winner takes the loot and the guy with the most at the end is the winner, simple really.

There aren't that many decent multi-player games, but this one's got to be near the top of the pile although I'd think twice about getting this if you have the original. The original game was a classic and this update has improved on it – what better compliment could I give it? **ADRIAN PRICE** ■

Not much changed here. Thankfully not many of the game's actual mechanics have been altered – it's still easy to get into.

Here we have the amazing 'Watch the rotating green' screen – as long as you've got an hour to kill between updates that is.

OVERALL

PGA Tour Golf has been taken down, dusted off and been given a darn good polishing. The extra features are more useful than you'll find in most sequels and the gameplay is as refreshing as ever. Seven courses and more options than you'll probably ever use help to keep *PGA* new and interesting.

ADE ■

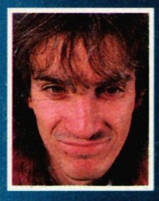
JUDGEMENT 94%

ROAD RASH

FOR - AMIGA
FROM - ELECTRONIC ARTS
AVAILABLE - NOW
PRICE - £TBA
STOP ■

Boff! One of the main joys of Road Rashing is that you get to swipe your opponents clean off their bikes if they get in your face. This hurts.

Worst thing about getting caught up in traffic is the amount of speed you lose. Getting into this situation later on'll have you on your back.



Road Rash takes all the elements which made *Super Hang Off* such a hit in the arcades and doubles 'em. Instead of a nice, safe race track, this time you're out on the public roads. There are no braking markers, there are blind crests and hairpin corners, cars come the other way and there's debris all over the tarmac. And as if surviving that little lot wasn't enough, there are also fourteen other racers to overtake before you come in first.

Anarchic, violent and anti-social, it's a mix that's just got to work. The scrolling effects off the road are superbly handled – though there could be a greater sensation of high speed – and the bike you're riding behaves just like the real thing. Get the wrong line and you'll fly smack into an oncoming car; get the right line and you'll get serious air off the crests.

The sounds are minimal but efficiently handled, but the main criticism has to be that it all gets too samey too soon. Qualify on all five tracks and you get to race 'em again – except this time they're two miles longer. But the high speed action and the fact that you can belt other racers off their bikes as you storm past makes this one of those games you can never get enough of.

What it really lacks is a two-player option (since cured in the Mega Drive sequel *Road Rash 2*), but as such the strong gameplay carries it through. Techno-buffs will hate it – it's one of those pick up and play titles – but just because it's easy to get into doesn't mean it's short on the longevity front. You'll be coming back time and again to beat your previous track record. **LES ELLIS** ■

OVERALL

Smooth scrolling, simple but strong gameplay and more action and violence than is good for you make this a must-buy. Gets too similar too soon, but you'll always be coming back to beat the track record. I'll take a dozen of them.

LES ■

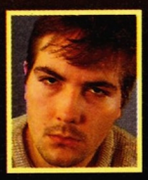
JUDGEMENT 91%

F-15 STRIKE EAGLE

FOR - NES
FROM - MICROPROSE
AVAILABLE - NOW
PRICE - TBA
STOP ■

Taking off is a tricky manoeuvre to learn. It's not easy to press the joypad when you're this excited about playing a game.

It would appear something has been hit. Quite possibly your sense of pride, your wallet and your faith in flight sims.



F-15 Strike Eagle? The original? Isn't that, er, a tad old? With *F-15 3* just about to hit those shelves (as games seem to these days), the first version is just about grazing the NES.

Now the NES has come up with some pretty respectable games in its time, but not many of them have been flight sims. Sadly nor is *F-15* (respectable, not a flight sim, that is).

After choosing a suitable fighting ground, you're launched from a carrier and head unnaturally swiftly towards the primary target. Along the way some roughly plane-shaped things attempt to fly in front of you, explode somewhat pathetically when you shoot them, and then come back for some more. Eventually you happen upon a target, primary or otherwise, blow it up and immediately get whisked back to the carrier. The only skill involved is in convincing yourself that you're flying a multi-million dollar fighter. It can't be done.

The NES just wasn't built for flight sims, and the NES incarnation of *F-15* is a tattered, bleeding and probably very annoyed travesty of a sham of what it used to be.

JAMES LEACH ■

OVERALL

Hardly an audio-visual experience worthy of the description "game." The graphics are shamelessly dull, which wouldn't matter so much if there was some sort of game to back them up. But bopping the odd plane and idly sauntering through war-torn territory without a scratch is more than a little dull.

JAMES ■

JUDGEMENT 47%

LETHAL WEAPON

FOR - AMIGA
FROM - OCEAN
AVAILABLE - NOW
PRICE - £25.99
STOP ■

Leaping from the water only to have a missile launched into your face is also to be avoided. Just bear these things in mind.

Danny Glover (although it might be Mel Gibson) hangs around the office trying not to get in the way before embarking on a crack mission.

Ocean. Film tie-ins. They are not two phrases that trip off the tongue lightly without getting hopelessly tangled together and creating a huge mess. After last year's rather shocking excursion into original licenses with *Robocop 3*, Ocean are back to their old ways with a platform shoot-em-up.

Choosing to play Daniel Glover or that great Shakespearo Sir Mellerick Gibson, or at least a sprite which looks nominally like them, you're plunged into the usual tedious round of sprinting, shooting, dying and wrestling with the odd shark. There are four missions each covering largish areas, mission four only being accessible after completion of the first three. It's all waterfront scenes, industrial bits and ominous warehouses, so the missions look pretty much the same. The sprites, which tend to be a rather large part of the appeal in a platform game, are quite small and sparsely animated, and flicker like a wild thing at times.

In between stages there's a gratuitous level select screen in the form of your office, which doesn't seem particularly busy for high level crack, secret and highly dangerous team of agents.

The game's not hard so much as pointlessly annoying most of the time. It's all very workman-like, and never even comes close as a gentle brush to originality or flair. It is, in short, yet another platform game, which you might play for five minutes in Boots and then instantly forget. Sadly, it's to be expected, really. Not one of Ocean's (or Sir Mellerick's) finest hours.

ANDY LOWE ■

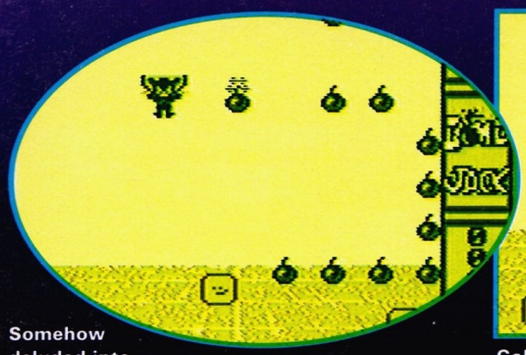
OVERALL

If you sat down (or stood up, even) and listed all the things you might expect a company such as Ocean to put in such a film licence as this, you'd probably be spookily unamazed to find that Lethal Weapon fits the list exactly. Which is an unnecessarily complicated way of saying it's not really very good.

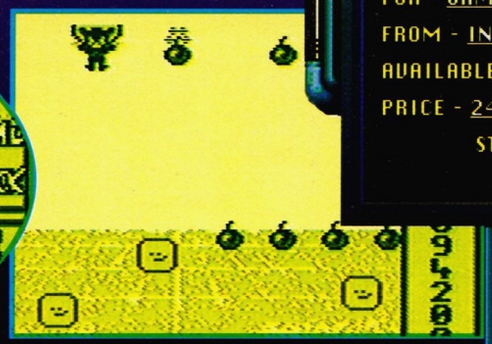
ANDY ■

JUDGEMENT 58%

FOR - GAME BOY
FROM - INFOGRAMES
AVAILABLE - NOW
PRICE - 24.99
STOP ■



Somehow deluded into believing his cape and mask give him super powers, Bombjack jumps straight to his doom.



Collect a power-up and turn the enemy into quivering lumps of – er, not quite sure what they are, but you can collect them anyway.

BOMBJACK

So *Bombjack*, the arcade game that was very nearly quite good on many computer formats, finally limps onto the Game Boy almost ten years after its original release. But as with malt whisky and veiny foreign cheese, it definitely gets better with age.

Our antagonist, presumably known as Jack, is trapped in a series of static screens plastered with bombs and platforms. Using his amazing super power which enables him to jump an almost mediocre distance, Jack (or you, rather) collects the bombs, avoids the frightening things and occasionally chances upon the odd power-up, which either gives a bonus or turns the nasties into collectable objects. Get the bombs in the right order (that is, go for the one that's fizzing next) and you end up with a massive bonus.

Yes. Not really up there with *Ulysses*, is it? It may not sound rivetting but once you start playing you're drawn bodily and quite painfully into a heady world of pure arcade action, or something like that. As with *Street Fighter 2*, the draw of the game lies in controlling Jack's moves (particularly the jump) well enough to go for the bombs without barging cape-first into a nasty every time. *Bombjack's* an excellent time-filler which has stood time's test. **JIM DOUGLAS** ■

OVERALL

It's an old game concept but the draw is still there. *Bombjack* is the essence of a playable game: simple, enormous fun, addictive, and not too difficult. If anything it's a little easy, but as a time-filler it suits very nicely. Rather marvellous.

JIM ■

JUDGEMENT 78%

FOR - ATARI LYNX
FROM - ATARI
AVAILABLE - NOW
PRICE - £29.99
STOP ■

This is Dirty Larry. He is a renegade cop. He has no respect for authority. This is the title screen.

Larry deals with a pavement-mounting Angel in typically reasonable, tension-diffusing style.

DIRTY LARRY

Larry is the kind of cop who just doesn't play by the rules. He's got no time for stuffy procedural things like warrants, and will do anything to get a bust. He is, in short, dirty. This time, however, his renegade antics have got him into hot water. He's in the Chief's office getting a roasting. The Chief's orders are clear – he must try, just once, to do things by the book. He's got to get himself over to the Knight Shade hotel and pick up Harold Snuff, a notorious drug dealer.

Having wrecked three squad cars in a week, Larry's been ordered to carry out his new assignment on foot. Now you might think your local shopping precinct is pretty rough on a Thursday night, but it's nothing compared to Steelburg! Enormous women with bike chains attack Larry as he walks about. Gun-toting homeys blaze away at him, lunatics on motorbikes roar past and knock him down and psychopathic suicide cases set fire to themselves and try to run into him.

Fortunately, Larry knows exactly how to deal with such low life and brings into play his anvil-like fists and trusty .44 whenever needs must.

As Larry works his way through the city, increasingly bizarre thugs will attack him. Fortunately, Larry can collect extra bullets and health points and even a sub machine gun to help him reason with his misguided assailants. It's hardly the most innovative game concept ever, but it's funny enough, and far from easy. **JIM DOUGLAS** ■

OVERALL

The more I play *Dirty Larry*, the more I like it. *Larry* is easy to control, everything is logical enough and there are plenty of funny touches from urban thriller movies. The manic baseball players from The Wanderers for example. If you're searching for a slightly better looking but not particularly frenetic blaster, *Larry's* your man

JIM ■

JUDGEMENT 76%

Here's a fella who takes a great deal of punishment before he expires. Try blasting his leg off.

One of the characters gives a timely and accurate opinion on the game.

FOR - SNES + SUPER SCOPE
FROM - BANDAI
AVAILABLE - NOW!
PRICE - £TOO MUCH
STOP ■

BATTLE CLASH

Let's get this straight. The Super Scope Gun is an astounding piece of kit. It's a brilliant idea, well executed and no SNES owner should be without it. It is not a gimmick. The available games are all original, highly playable classics which complement the unrivalled excitement of aiming at your TV screen and blasting away...

...And then you wake up. No. Sorry. It's a bad idea, a terribly bad idea. It's up there with the C5 and the Poll Tax for sheer unpracticality and unworkability – unless your idea of a fabulous time is to stand by the TV screen squinting into a tiny plastic tube, shooting various robotic challengers. If you do fancy it, be sure to have a gallon of Optrex handy, as the eye-strain can be severe.

The basic premise of *Battle Clash* appears to involve an assortment of increasingly lethal and smug aliens who fancy tackling you in a futuristic gunfight. The duels take place in various exotic locations which act only as a picturesque backdrop to the repetitive tedium of the gameplay – a problem the programmers have half-heartedly tried to alleviate via the inclusion of some hilariously sad and badly translated "dialogue", the aim of which is to try and convince you there's some sort of plot at work here.

It's way too easy – so long as you take 15 minute breaks between each round to compensate for your hurty eyes as a result of that stupid lump of plastic. Only slightly preferable to eating a razor blade and crushed glass sandwich.

ANDY LOWE ■

OVERALL

Competent graphics, blasting and zapping sounds but seriously limited playability and depressingly low difficulty level. A brave attempt to make something of an interesting add-on. Unfortunately, however, it smells. I live in hope of a game being released which makes the most of the Super Scope gun's potential.

ANDY ■

JUDGEMENT 36%

A balloon bursting frenzy will soon put a speedy end to this early stage of the game.

A bubble shield and double power weapon means the balloons are on their way out.

FOR - SNES
FROM - BANDAI
AVAILABLE - NOW!
PRICE - TBA
STOP ■

SUPER PANG

Yeah okay guys, I get to review the game where all you have to do is shoot the bouncing balls. Very interesting, I'm sure. But wait, *Super Pang* may be simple in concept but in execution it's great. It's not exactly a fast-moving, sci-fi shoot-em-up – but for fun and unbelievably addictive action you could do a lot worse than this.

Pang is a very deceptive game. It just goes to show that looks aren't everything. But if you are one of those people who think that they are, you will be pleasantly surprised. The backdrops in *Super Pang* are breathtaking. Each scene is depicted in a bright and colourful way, so much so that they are a real pleasure to look at. But as always, the real hook of this is in the gameplay. Yes, I agree shooting balls may sound a little easier than taking on a multi-stage end-of-level guardian, but don't be put off. The first couple of goes is all it will take to get you totally and utterly addicted to this game. It is so enhanced in comparison to other versions that it will be have a much longer gameplay life.

I was amazed at just how long I was able to play the game without getting bored. The first couple of skill levels are easy enough but as you progress it turns into quite a challenging little blast. The levels can be varied and most of them hold a few surprises for you. If you are looking for something a little different – give it a try, you'll find it creeps up on you and gets you hooked before you know it.Take it from me you will still be playing *Pang* long after those other boring space shoot-em-ups are gathering dust on the shelf.

LES ELLIS ■

OVERALL

The idea is outrageously simple, but it worked in the arcades and it has worked on other formats. The SNES version does include features not seen in the others so it is well worth getting. Even if you're becoming tired of tedious space blasts, I wouldn't hesitate in recommending *Super Pang*.

LES ■

JUDGEMENT 82%

ISN'T PANG THE NOISE THAT BATMAN MADE WHEN HE PUNCHED PEOPLE IN THE COMIC SERIES?

ACCESS/VISA
24HR MEGALINE
0732 351220

MEGA MIX SOFTWARE

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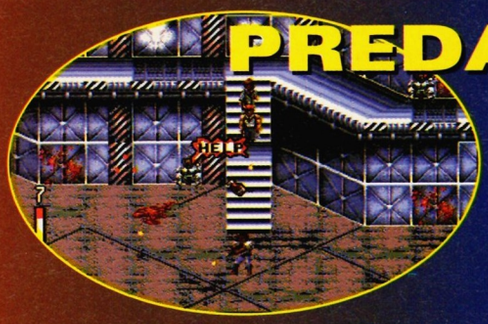


As you can see the Slaughter House lives up to its name, save the FBI and waste the crims.

The Predator, silent, deadly, unseen – unless you play this game, that is. He's noisy not so deadly and very visible, things don't look good.

I'm a big fan of all the great sci-fi movies but I was very disappointed when I saw this adaptation of the film. For starters, the game is too easy. I finished it within an hour, and I really had no desire to play it again. This is the game's major flaw, for an easy game it's a crap one. I'm sorry to appear so negative but this really is awful and should not have been released without some proper care and attention.

You can pick up extra weapons throughout the game and even add some of the predators' weapons to your arsenal, but this still doesn't make up for the dire gameplay.

On the graphical side of things, while they serve their purpose, they are a bit on the small side. As for the sounds, they're annoying – the music is the same all the way through the game and, again, is not very good.

The gameplay in general is very disappointing. Although it trys to stick closely to the film's plot, it doesn't quite manage to give you the impression that you're actually there. In between levels there are digitised pictures taken from the film, but these don't help much. Even token appearances from the Predator's head, as he watches you from above, will fail to inspire you.

Make sure you give this game as wide a berth as possible.

ADRIAN PRICE ■

Here we have our hero about to leave the level. Aided of course by our furry friend.

OVERALL

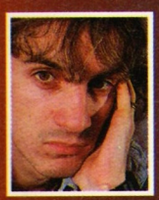
Even if you are a big fan of the films you will be a bit shocked by the shoddy workmanship displayed by this game. If it had a crapness rating between 1 and 10 it would score a very high eleven. It has had its chance to improve on the first abysmal one, but it hasn't done so. I'd advise against buying it, even if it does complete your Predator merchandise collection.

ADE ■

JUDGEMENT 35%

WWF EUROPEAN RAMPAGE TOUR

FOR - AMIGA
FROM - OCEAN
AVAILABLE - NOW
PRICE - £25.99
STOP ■

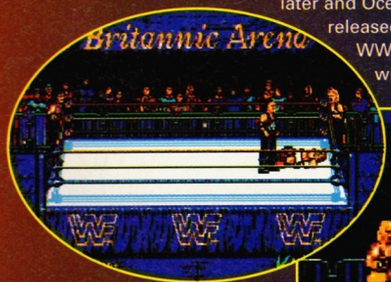


Isn't it strange that when these wrestling games get released they never feature characters who are still actually fighting. Take this one for example: Hulk Hogan, he bogged off to Japan after a steroids scandal, The Ultimate Warrior has been sacked, Legion of Doom aren't going any more and The Nasty Boys have now changed to good guys. Anyway that's a minor gripe. Last year the original WWF game was the Christmas number one, and here we are a year later and Ocean have released another WWF wrestling game in time for Christmas.

Last year's effort was terrible, but it sold because of the WWF monikor, this year's is better, but it still isn't very good. Soundwise the game can't be faulted. The excellent speech and wrestling music add a lot to it, which is just as well because the gameplay has many faults.

Sadly, *WWF European Rampage Tour* is a case of looks good, sounds good, but plays like a total dog of a game. Although most wrestling fans won't worry about this, it will deter normal minded gamesplayers from buying it. It certainly does nothing to refute the theory that there will never be a really good wrestling game on a home computer.

LES ELLIS ■



The Nasty Boys fight back. Speaking of nasty, this game certainly is.

The Warrior is on the ropes about to jump onto one of the Nasty Boys. Speaking of ropey, this game is.

OVERALL

I'm a bit of a wrestling fan, so I was looking forward to seeing this. Although it looks very polished and sounds the business, it falls flat on its face when you come to play it. The moves are more accessible than before but still not enough. It doesn't live up to the spectacle that WWF is. Never mind, maybe next year.

LES ■

JUDGEMENT 41%

DRACULA

FOR - ATARI LYNX
FROM - ATARI
AVAILABLE - NOW
PRICE - £29.99
STOP ■

"I," says the little beardy man in the cosy armchair by the fire, "am Bram Stoker." At which point it's rather tempting to get all cynical and arched-eyebrowed about this adventure. It's true that converting a 19th century horror classic to the 2" square Lynx screen is a trifle ambitious. And no-one was more surprised than me to discover that this is a fascinating and atmospheric game, loaded with innovative touches and splendid sepia toned visuals.

Presented in classic adventure style, with a graphic window dominating the upper portion of the screen and a natty, if initially confusing, command window beneath. The game is so absorbing that you immediately forget you're playing on a supposedly limited handheld machine.

Play begins with your character, Jonathan Harker in a guest room in Castle Dracula. There's the usual poking around, examining objects and fruitless endeavours to use everything with everything else. But more importantly, the level of interest and mystery generated by the visuals and clues, (combined with some pretty excellent source material of course) is simply incredible for a handheld game.

If you're fed up with blasts and arcade games, you would be well advised to get yourself a copy of *Dracula*. I reckon you'll be well impressed.

Certainly for a sad old BBC adventuring git like me, it makes a refreshing change. **JIM DOUGLAS** ■

OVERALL

Absolutely marvellous. Lovely, lovely graphics, eerie music, clever controls and a fab plot. You really, honestly and genuinely will forget that you're playing on a hand-held. Completely absorbing and heartily recommended.

JIM ■

JUDGEMENT 90%

"I am Bram Stoker, and by the magic of technology etc, etc." Not a good start for what turns out to be a rollicking romp.

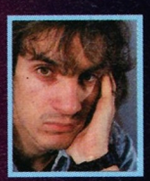
One of the nicest things about *Dracula* is the way your character moves into and out of the screen. You can't see it here, but it's great. No, really.

COOL WORLD

FOR - AMIGA
FROM - OCEAN
AVAILABLE - NOW
PRICE - £25.99
STOP ■

Harris is in the real world now taking on the doodles as they come through the vortex to snatch objects and take back with them.

It has to be a cool world if Kim Basinger is in it. Even as a cartoon she is still a total babe. Where did she get those boots?



Hmm, another film licence from Ocean, how do they do it? Not too well judging by the slightly dubious quality of some of their licences, although lately they've been pulling some goodies out of the bag. *Cool World* is set to continue the trend.

If looks could kill then this game would be a mass murderer. The graphics and animation are so slick that they even put the consoles to shame. And if you include the dancing Kim Basinger from the intro sequence, they are even better. The real world and the Cool World are all well depicted.

Cool World is a very strange game to play at first. You appear to spend a lot of time running around shooting doodles without a lot else happening. However once you do get the gist of what you're supposed to be doing the game actually becomes a lot of fun. With the game being so fast and smooth you may find your head feeling like it's going to explode after you have stared at the TV for a couple of hours, so play sparingly.

Cool World is not the first film you would chance upon when you try to think of potential film licences – after all there is not all that much in the film which lends itself to a game. But Ocean have managed to come up with some novel ideas to make *Cool World* one of the better licences for the Amiga.

The gameplay leaves a little to be desired at times. Even though there is a lot going on, it doesn't always make a lot of sense. On the whole *Cool World* is good, but not brilliant, so think carefully before you splash out your hard-earned money for it. **LES ELLIS** ■

OVERALL

Cool World has the appearance of a console game on the Amiga. It does get a little confusing at times but it is worth persevering until you get used to it. I fully expect this to be a smash hit over the coming months.

LES ■

JUDGEMENT 73%

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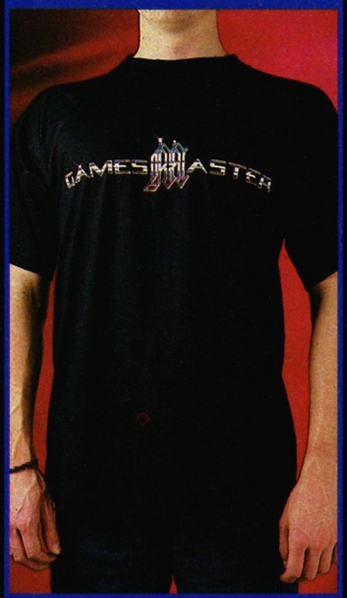

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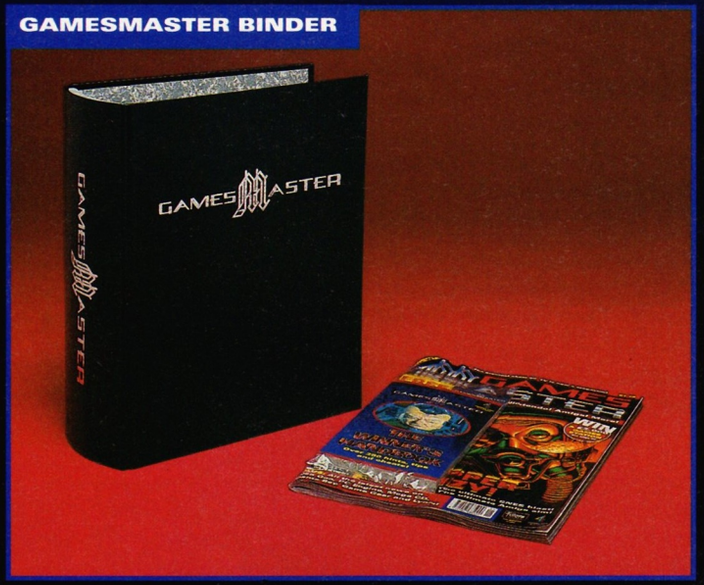

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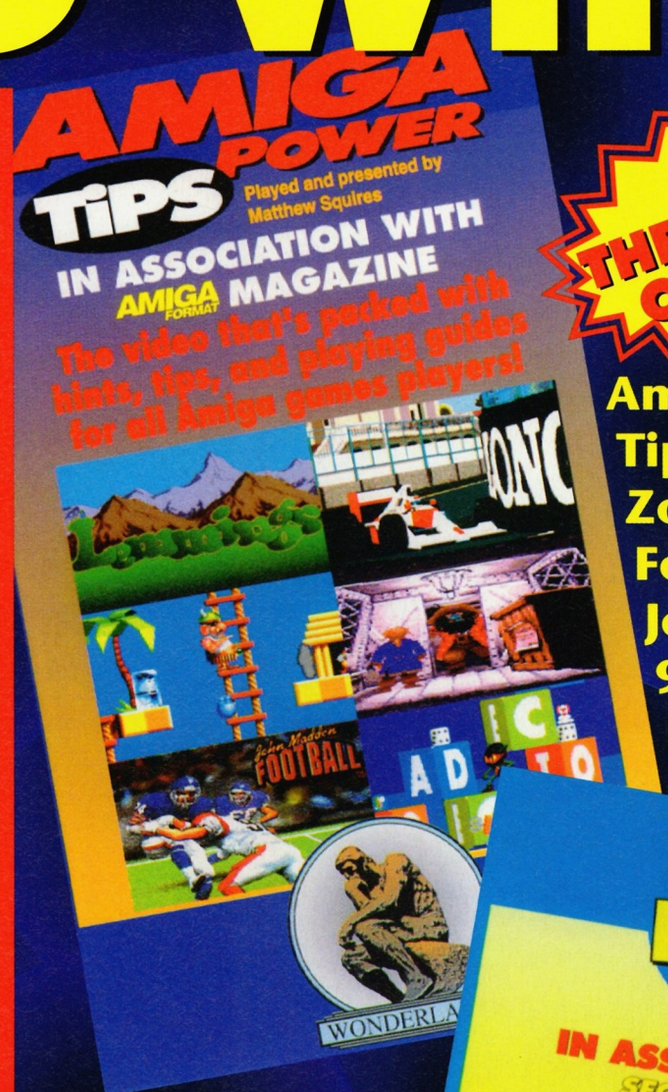
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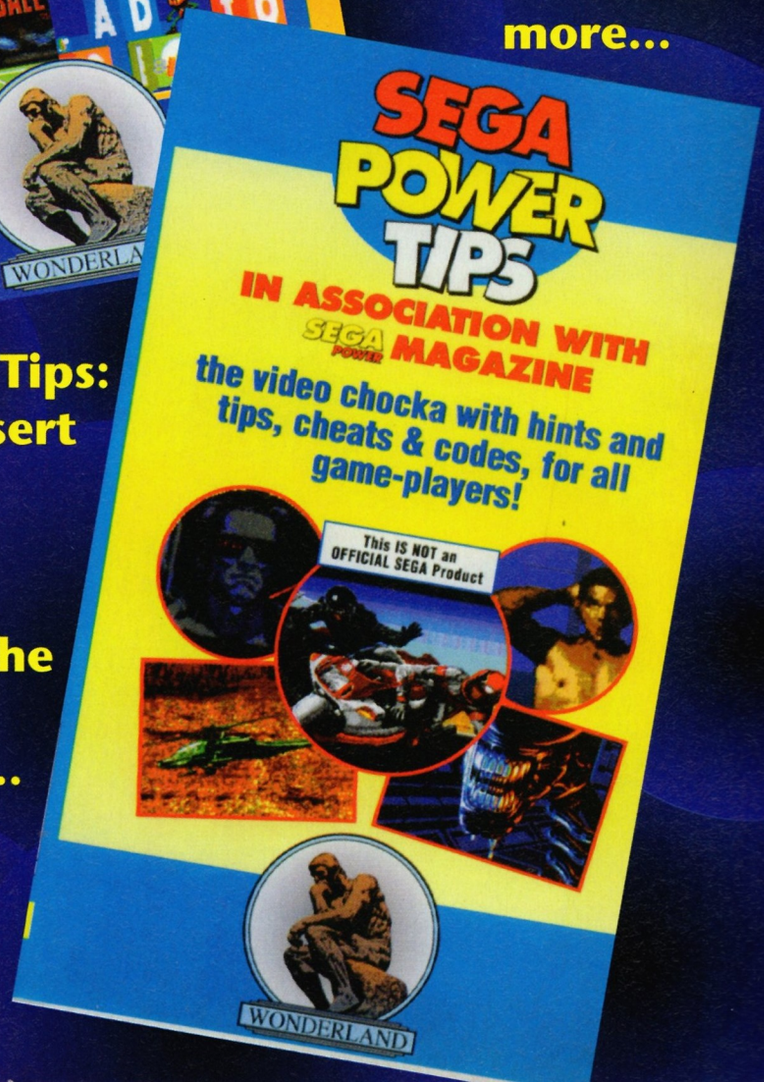
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GLOBAL W

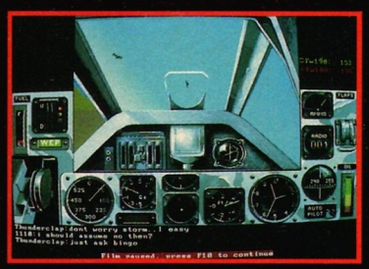
Do you ever wonder what it would be like if the aliens and bad guys in games were more intelligent? What if they were as clever as real people, and could make rational decisions?

"Don't be stupid", you're probably saying, "they can't do stuff like that yet". Well, no maybe not, but you can play games remotely against other people using an ordinary telephone socket and a modem.

Leading the modem field is a company called On-Line. They have produced a game called *Air Warrior*, which is an interactive multi-player flight simulator. To play, you simply connect a modem to your ST, Amiga, PC, Macintosh or whatever, plug into a standard BT phone socket and load the *Air Warrior* program from either hard drive or floppy.

Then you click on a couple of menus, your modem 'talks' to the main system at On-Line and it's chocks away (keeping confectionery near the modem causes interference, apparently). Once you're in the air, any other planes you see will be controlled by other humans. This is more exciting than it would seem. The thing is, you can talk to them... so, by a spot of quick typing, you can introduce yourself, issue a challenge or threaten them with localised pain.

The best *Air Warrior* pilots call themselves 'The Few' after Churchill's plucky speech expressing thanks to Fighter Command for giving the Luftwaffe a good shoeing, despite being heavily out-numbered.



Cranking the plane over, our man watches the baddie into his sights.

The system is available in every country in Europe, and the beauty of it is that the cost is usually that of a local call. For example, if you buy the *Air Warrior* boxed set, you pay only £1.49 an hour for the first 17 hours of playing. This apparently is the cost of a local call.

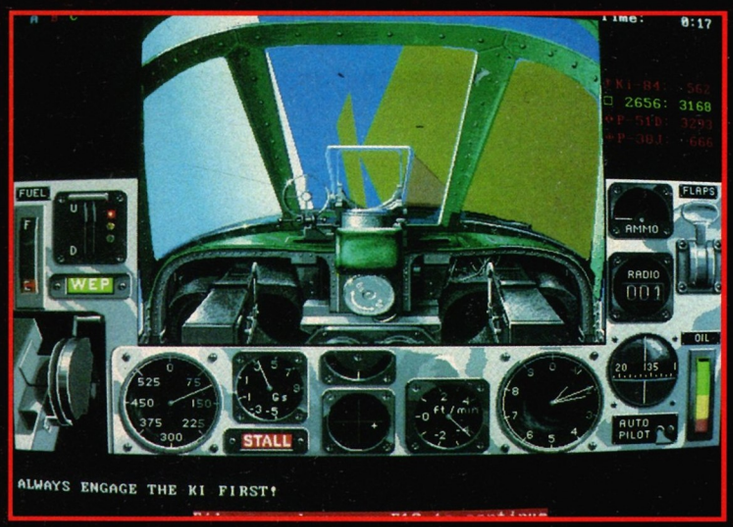
The thing about *Air Warrior* is that it's such immense fun. As you play, you're aware that the other aircraft are being flown by real folk, most of whom are actually pretty good. So when you finally do get to shoot one down, you will be ecstatic.

In fact, On-Line recently arranged a cross-Atlantic 'Battle of Britain' involving seven of the best British pilots flying against 32 American guys. The Americans, flying German Ju-88s and Messerschmitt Bf109s, threatened to slaughter the plucky Brits in their Spitfires. But, as in all the best fairy-

TALKING TECHNICAL

Air Warrior is available on several machines: the Atari STFM, STE and Mega ST, the Commodore Amiga (all machines, including the A500, the A500 Plus, the A600 and A600 Hard Drive, the A1200, A3000 and A4000), the Apple Macintosh (both colour and mono screen, from Classic upwards, the IBM compatible PC (CGA, VGA, EGA) and SVGA PC with 4 Meg of RAM, CD-ROM and CDTV.

But what you'll also need is a standard BT-approved socket (you know the sort of thing), and of course a modem. This has to be of the following speed: 1200/1200 modem (or, of course, faster).



Rivers, lakes and, even something that looks like the sea all appear in *Air Warrior*. This is certainly an expanse of water, at least.

You can even attack real folk in targets on the ground. They tend to shoot back with devastating accuracy, though.

THERE ARE NO 'SIDES' IN AIR WARRIOR. WHICHEVER PLANE YOU CHOOSE, YOU CAN TEAM UP WITH OR SHOOT DOWN ANY OTHER PLAYER AT WILL.

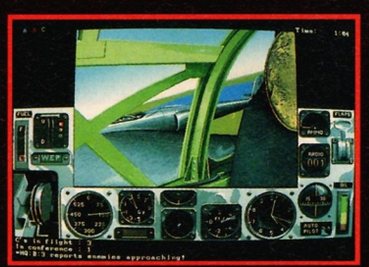
VARRING!

Anatomy of a kill. The bad guy (in real life an accountant from Chester) slides into the gunsight, just in time to get hit in the wings and crash.

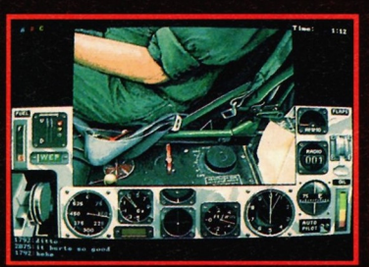
You can fly planes like the Heinken He 111 or Marauder, which have two pilots. You play the Captain, and can look at the other guy if you want.

tales, we kicked their asses solidly, and turned the Yankee rabble back at our gallant English airfields. This proves several things. First, how excellent we British are, and second how much fun *Air Warrior* is.

But, you're thinking, what has all this got to do with me? Well, if you want to get into modeming, you'll need a decent computer. So we decided that a prize of a 486SX, SVGA monitor, modem, hard drive and copy of *Air Warrior* (the impressive SVGA version, of course) would be rather pleasant. Just turn the page for details on how to enter the competition.

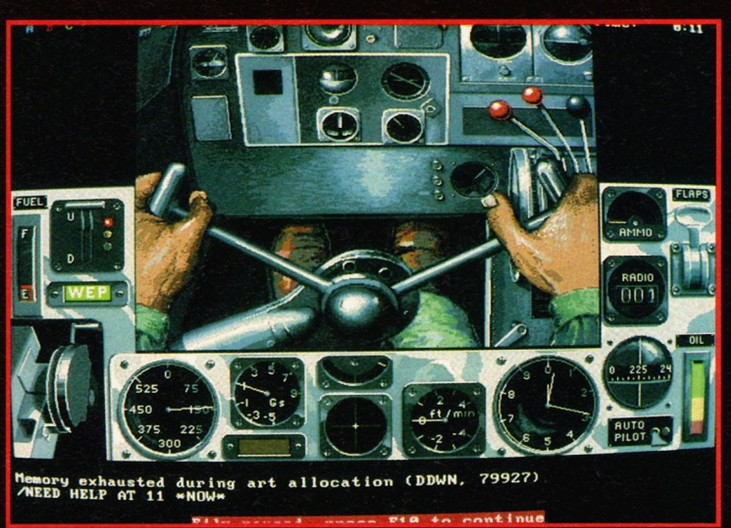


There are absolutely loads of views (as long as you're not scared of heights). This is one, sort of looking out of the side.



Presumably for what are reasons of realism, you can look at intimate parts of the non-player folk in your plane...

...or even intimate parts of yourself, if the desire so takes you. This is what you'll see prior to evacuating your stomach contents.



And there are even historically accurate views of the, erm, steering wheel, rev counter, speedo and digital clocks on board.

Finally, as the sun sets and you nurse your battered plane back over the sea to home, you reflect on the real people you've annoyed by winning.

HINT FOR THAT TRICKY QUESTION 3: THE 'TEAM' IS MADE OF JIM (NOT AS OLD AS HIS TITLE SUGGESTS), JAMES, ANDY, LES, ADRIAN (VERY YOUNG), ALISON, DEBS (OUR NEW PRODUCTION ASSISTANT WHO ISN'T SO NEW), WAYNE (WHO'S BLOODY OLD), LAM AND SIMON.

WIN EVERYTHING YOU NEED TO START GLOBAL WARRING!

Here's a PC. Just think – you could soon have one of these in your own home. Well, not necessarily this particular model. And you don't get a free copy of *Lemmings*, either. Still, just look at those graphics, eh? This competition could well make your life complete. Simply fill in the form below. Go on. You know you want to...

***Air Warrior* – the game that *you* could win the right to play, via modem. This means that you can dial your mates and then, instead of wibbling on about the weather, you can blast them out of the skies in a hectic dogfight. Cor**

FANCY WINNING A PC, THEN?

To win all the kit you need to wage global war, you'll need to sort out the answers to the following questions. In line with the compo, we've desperately tried to make the questions as modem-oriented as possible. We did slip up on the final question however, because Reviews Ed James couldn't think of a suitable poser.

Still it's a stupendous prize, there are only three questions and they're all dead easy to those of you who are "into" modems and things. Oh, apart from the last one, which is pretty tough. *Very* tiebreaker. But then we've said all that, haven't we? Hmm. Well. Oh, just get on with it, for Chrissakes!

1) What is a modem? Is it...

a) a device for sad old gits to pretend they have friends by 'talking' to bulletin boards.
b) a woman buying expensive clothes in a boutique.
c) a great piece of kit which lets you play games against human opponents all over the country, or world, even.

2) What on earth is a baud rate? Is it...

a) an illegal one-off payment to prevent men smashing in your car windows at night.
b) a rate at which information is passed along the phone lines between modems.
c) an Italian sausage made from wild mink and badger phlegm, and coated in iron filings and nicotine. Serves two to three.

3) Using your skill, judgement and by phoning up their old schoolfriends, simply determine the aggregate age in years of the ten people who claim to 'work' on GamesMaster. Is the answer...

a) 231
b) 238
c) 242

Pretty easy, eh? Well, alright, except the last one. Simply write your answers on a postcard or sealed down envelope and send them to **Dead Smart PC and Modem Compo, GamesMaster, Future Publishing, 29 Monmouth St, BA1 2DL**.

Your missive must reach us by the 28 February, otherwise it's Bin City, Arizona. Employees of Future Publishing, their friends and enemies, their bestest mates in all the world, their hamsters, their second cousins on their Great Uncle Ebeneezer's side and anyone with tenuous professional connections to any of the companies involved who attempt to enter will have their physical inadequacies publicly mocked . Oh, and multiple entries, or cards carrying stupid drawings of Sonic will be flung into the River Avon.

One more thing. You can try, try and try again to warp these guidelines into a more personally acceptable shape. But it's no use, you see. The editor's decision is final. Jim Douglas is a hard man, but fair with it. He will not, however, be swayed on such matters..

On this form (which you have so thoughtfully provided) you will find my answers to the absurd questions you posed on page 98 of your monstrous games bible! I have filled it in using my very best pen and remembered not to be an utter imbecile and forget to include my name.

(please tick)

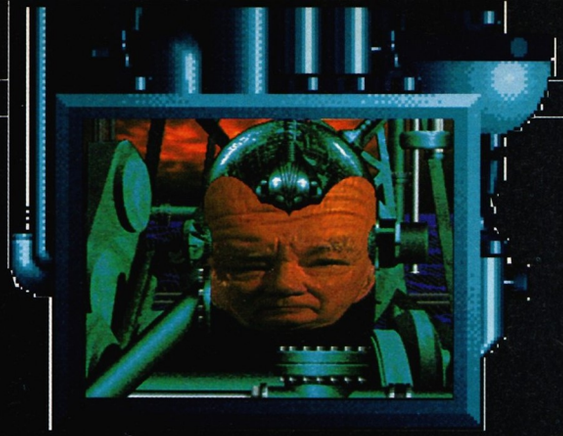
The answer to question 1 is...
☐ a ☐ b ☐ c

The answer to question 2 is...
☐ a ☐ b ☐ c

The answer to question 3 is...
☐ a ☐ b ☐ c

Name .....
Address .....
.....
..... **Post code** .....

This competition entry must reach us by February 28 or it will just get eaten by Adrian.



GREETINGS!

Welcome to the helipad. I trust your journey was a pleasant one. I don't know about you (well, I do actually, since I'm omniscient) but I'm still recovering from the excesses of GamesMaster Live! It was a pleasure to see so many accomplished gamers there.

My helpers have been busily creating a simply excellent collection of tips this month, but I'm still keen to see what you can offer.

If you have any hints, tips or cheats for recently released games or wish to display your map-making skills to the nation, drop me a line at:

TIPS ZONE - GamesMaster
Future Publishing
30 Monmouth Street
BATH
BA1 2BW

Each month, senders of the most pleasing selections of tips will receive a healthy boost to their games collection in the form of £100 of carts.

Now, without further ado, let us begin:

GENIE/REPLAY CODES **116**
Get the most out of your games with these feature-boosting codes. As seen on TV!

ANOTHER WORLD.....SNES **112**
Don't let the fact that we called this game Out Of This World last month fool you. We know what we're talking about. So much so that we can give you three pages cramed full of tips.

CURSE OF ENCHANTIA .....AMIGA **108**
Still having difficulties helping Brad rescue his sister? Well worry no more - our playguide has most of the answers.

DYNABLASTER ..... AMIGA **102**
STAY OUT OF THE CORNERS! I felt quite sorry for poor Jim as he repeatedly warned contestants at GamesMaster Live! of the danger of getting trapped, only to see them wander straight into a corner and perish. Here we have advice for players on an altogether higher level.

LEMMINGS.....MEGA DRIVE **105**
Possibly one of the most innovative games of all time. Exclusive review. Oh no, this is the tips isn't it? Tipped then.

JOHN MADDEN 93 ..... MEGA DRIVE **100**
Yes yes. We all know how good the game is. But how good are *you?* Time to brush up those plays.

PUSHOVER..... SNES **105**
Sort those dominos out once and for all.

SHADOW OF THE BEAST 3 ..... AMIGA **110**
This month sees the continuation of our Beast 3 solution. Read up if you wish to dispense with Maletoth.

JOHN MA

Welcome to the toughest sport of them all – American Football. In this guide to one of the Mega Drive's best games, we'll show you how to smash your way through any opposition and into the Super Bowl. It's then up to you to win.

PLAY OPTIONS

1 When you are about to choose which play you wish to execute, study the plays. Three examples of various plays are shown -two offensive and one defensive. You can only access the offensive plays when you are running towards the goal-line. Defensive plays are left until you're in trouble and the opposition is attacking.

2 OFFENSIVE

The main aim of an offensive play is to get the ball as far forward as possible with the intent of scoring a touchdown. There are two kinds of offensive play: pass and throw. With a throw you simply call up the throwing windows and you are given the positions of three Running Backs A, B or C. As you can see from the three windows, no. 32 is in the clear and is the best choice, 81 and 83 are having a bit of a hard time and should be avoided.

3 With a pass, the plan is to give the ball to one of the Running Backs and he will then try and run through or around the defense. In the bottom window, the play HB Off Tackle is shown. The white line running up through the middle of the window is your Running Back. Some running plays also allow your Running Back to throw the ball like a QB. Obviously they won't be as good but it's a last ditch attempt.

4 DEFENSIVE

With the defense you must stop the opposition's offence from scoring. The best way to do this is to 'sack' the Quarterback while he still has the ball. If you send men in through the middle or round the side it doesn't matter – just as long as the Quarterback doesn't pass or throw the ball to a Running Back.

If you're new to the game and you're determined to win, let the Mega Drive carry out all the plays. As soon as you touch a button or move the D-pad, you'll stop the play and take over, which could be disastrous if you don't know what you're doing.

The best way to gain some serious yardage is to select a team with a strong Quarterback and good Receivers (Denver is a good team for this task), and then try lots of passing plays. When the Receiver gets the ball, take over and use the joypad to direct him towards the line. Don't try and run round too many people because you'll lose your momentum (and get hammered to the ground in the process). Hitting button C gives your player extra oomph, so keep your thumb on it.

Number 21, Legs Mcfadden of Washington, stays true to his name and legs it up the field. Legs is a good example of a Running Back.

Don't be tempted to use the Quarterback sneak move. You're bound to end up shattering his collarbone, and have to watch him being carted off the pitch in agony. Worse, you have to use your rather poor second Quarterback. Avoid this at all costs.

DEFENSIVE PLAYS

Goal line, Attack Center.

When the opposition snaps the ball, let the Mega Drive play your team. They should all rush forwards. Watch where the ball is going and as soon as you see your chance, press B. This will activate your nearest player and you can take over and try to get to the ball.

This particular play has been quite successful, the oppo's QB has been sacked, losing 3 yards. Meanwhile, Legs limbers up for a final push.

ADDEN 93

KICKS

The maximum distance you can kick the ball is about 40 yards, so never take a field goal further than about 25-30 yards. This is because the ball will get thrown back about 10 feet and will be at its maximum range.

Field Goals: The same rule as above. About 40 yards is the limit.

Conversions (Extra Point): Just put the power bar on half and kick, it should go straight in.

Kick-Off: As close to full power as you can get. Aim to kick the ball to one side of the field. This will narrow the avenue of escape and give the opposition less space to run to. They can only run out of bounds, or straight into the cuddly arms of your 400 stone man-mountain Defensive linemen.

TWO GOOD DEFENSIVE PLAYS

1 **3-4, Cover, Attack, Center.** This is a good play to start off with. It keeps all the linemen at the front busy, and lets you sneak one of your men round the side to sack the Quarterback.

2 **Dime, Read, Double Blitz.** This opens up a hole to let your players charge through, but it has to be done quickly or the Quarterback will get rid of the ball to a wide receiver – keep your eyes peeled.

THREE GOOD PASSING PLAYS

1 **Shotgun, Flood Right, To B.** Snap the ball and then a few seconds later throw the ball to receiver B. Keep your man running up the field to catch the ball, tricky at first but when it works it can get you a lot of yards.

2 **Run and Shoot, Up Hook to A.** Use the windows that pop up and when you see that player A is in the clear, chuck him the ball and watch him sail through the air. A touchdown is easily possible from this play.

3 **Run and Shoot, Post Up to A, B, C.** This is a good way of catching out the opposition, because you have the choice of using all three receivers. This leaves your opponents guessing as to who you will use.

THREE GOOD RUNNING PLAYS

1 **Far, HB Option.** With this play, the idea is to fool everyone into thinking that the ball is going right, when in fact it's going all the way up the left-hand side. Do it well and you might be able to grab a touchdown.

2 **Pro Form, HB Toss Pass.** This has two uses. First, it acts as a dummy and lets your Running Back leg it off with the ball. Second, the Running Back can still throw the ball or run straight as he runs up through the middle.

3 **Goal-Line, QB Sneak.** This is best saved for when you are near the Goal-line or in need of an extra few yards for a 1st down. Snap the ball and follow the line men in front of you, when you see your target dive onto it. But be careful – he could get his face smashed in.

HUDSONSOFT ARE CURRENTLY DEVELOPING A SNES VERSION OF DYNA BLASTER. THE GAME SHOULD FEATURE A FIVE-PLAYER JOYPAD ADAPTOR AND LOOKS SET TO BE AVAILABLE IN SUMMER 93.

PREPARING FOR BATTLE

The first and most crucial thing to remember when this pre-match screen appears is... whatever you do, don't keep pressing the fire button in anticipation.

Otherwise the game remembers your moves and punishes you by dropping a bomb as soon as you appear on screen... resulting in an untimely decapitation.

If you do manage to get started without blowing yourself up, start laying down bombs and grabbing power-ups as swiftly as you can.

Dig a hole for yourself in your particular corner and don't attempt to bomb through to the other players until you have sufficiently lethal power-ups.

DYNA.B

UbiSoft's excellent bomb-em-up is one of the most popular Amiga lose-your-mates games ever.

Last seen on GamesMaster, showcasing the hysterically inept talents of those pop superstars, Take That, *Dyna Blaster* is a deceptively simple affair with bags of hidden and extremely nasty little strategies. Avoid blowing yourself up and turn yourself into a demon bomber with the help of our ultimate player's guide.

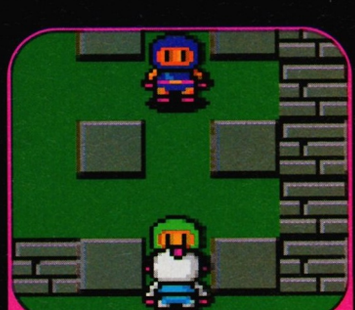
SPECIFIC TACTICS

"Alleys" are particularly handy for trapping the other players. Wait until a power-up appears and, if you don't fancy getting trapped yourself, hang around until another player ventures in to swipe the booty...

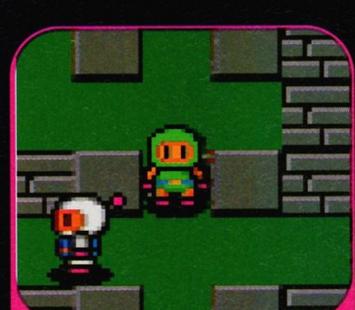
Then, laugh wickedly as you lay a bomb which directly blocks their exit. Now simply move away from the blast-line and watch your opponents fry.

To get the maximum effect when collecting the power-ups, don't just go around dropping bombs randomly. Lay your bombs at the most strategic junctions – particularly in areas which will blow away the most blocks and increase the likelihood of a power-up appearing.

A *Dyna Blaster* maestro must master the art of power-up thievery. Sometimes another player will lay a bomb in a useful place – see picture. He'll need to run away and hide, while you hang around at the other side of the block. When the bomb goes off, nip in and nab the power-up.



A particularly evil one, this. If you're playing a four-player game and throw in a dummy fifth player in the centre of the screen, the monsters will not appear – making things considerably easier. Now, walk past the dummy player and lay a sneaky bomb underneath him...



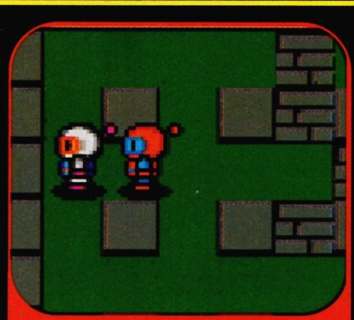
Now, run away and hide...

Then, with a bit of luck, the other players won't have noticed the bomb and one of them, in this case the blue player, will be satisfyingly fried.

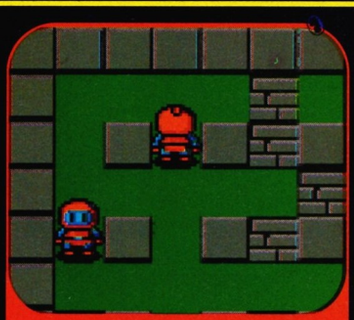
THE SKULLS

In a multi-player game in skull mode, it's worth knowing your options should you decide or be forced to collect one of these random power-downs. The range of the explosions will be tiny, the speed of your bomber may increase or decrease or you will either instantly drop bombs or be unable to drop them for a certain period.

Go on then, go for it...

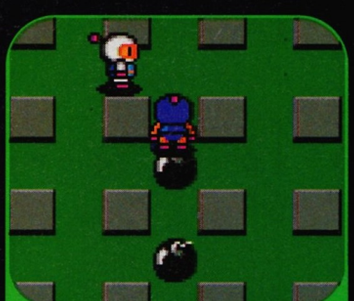


Ah – it's the one which quadruples your player's speed – making it extremely difficult to position him correctly.



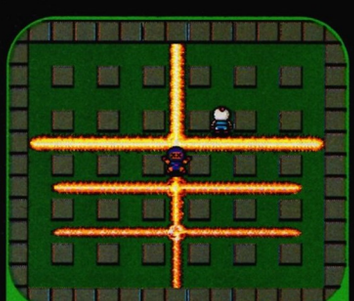
So – make it extremely difficult for the other players by whizzing towards them and touching them – thus infecting him with the same hindrance. Snigger...

LASTER



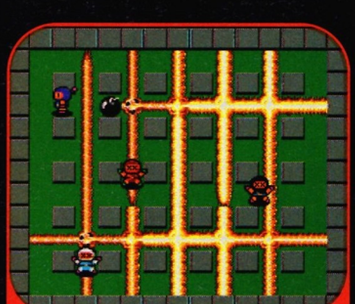
In the final stages of a a round, when all the players are wandering about laying bombs everywhere, simply wait until a particular player is moving into a four-by-four section in this way.

At the precise moment, move across and lay a bomb which blocks off the intersection...



...and watch him wiggle around in trapped desperation until the inevitable happens.

If, during the later stages, there are still quite a few players remaining, watch out for the chain reaction – when explosions collide with dormant bombs and create an extremely unpredictable devastation effect...

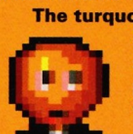


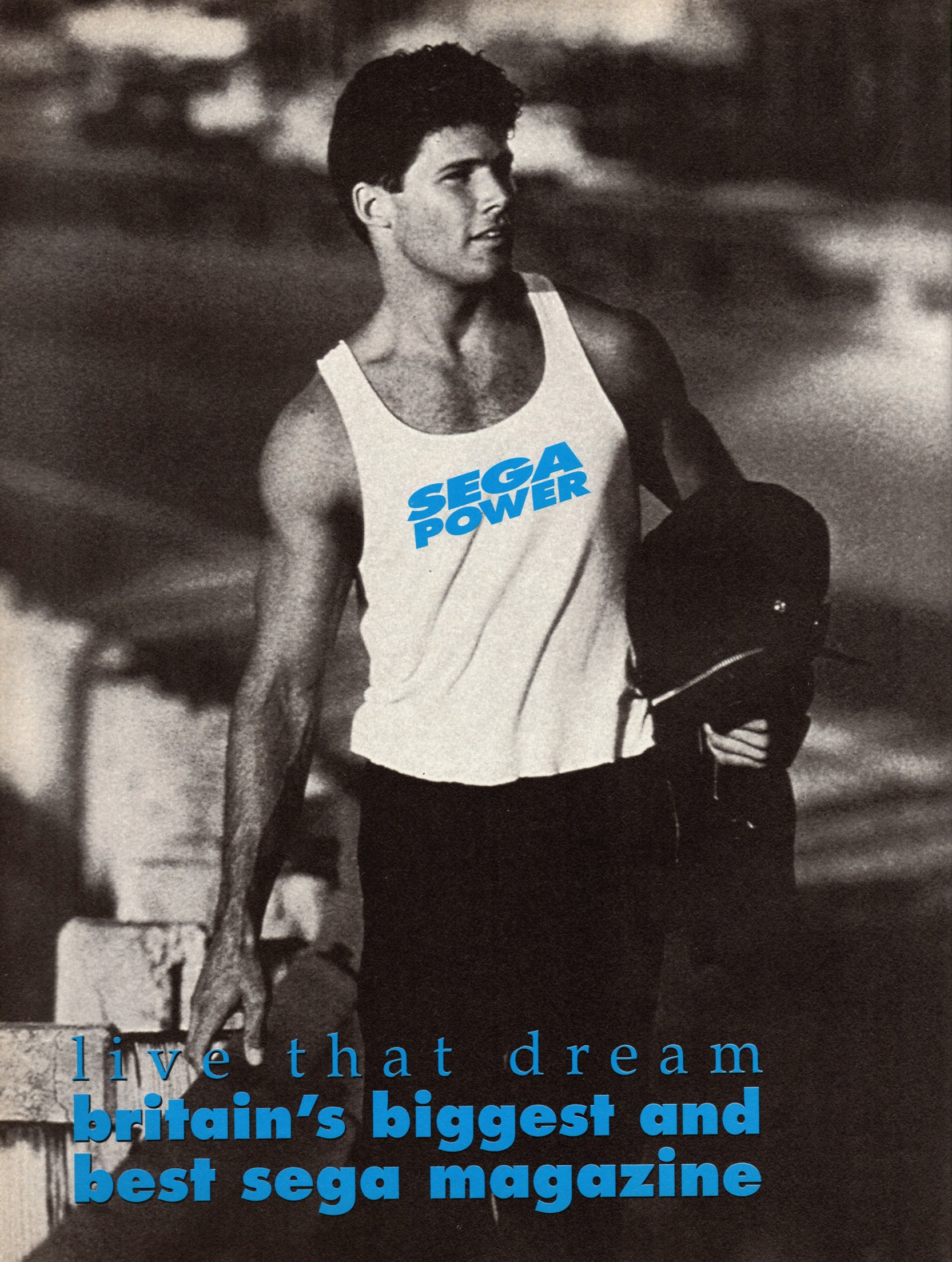
...which has an annoying habit of toasting everyone on screen and bringing about a drawn game.

MONSTER BLASTER

If you're a sad old git and you enjoy playing the game by yourself, then you're going to have to battle against some slimy creatures, as opposed to other well-armed human beings. Some – like the blue blobby git – are mere annoyances, but watch their randomness. The orange fireball sort-of-thing is a tiny bit more intelligent, but he can only travel around empty channels – just block him with a bomb and he'll soon be toast.

The turquoise, bug-eyed creature and the yellow and red *Pacman* monster are a touch more worrying. They're faster and seem to display hints of intelligence. The purple guys with big ears are slow but they're far from dumb – treat them like other human players. Oh, and there's an orange teddy-bear face who's very fast and very intelligent. As he homes in, block him with a bomb at the last second.





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LEMMINGS

ENGLISH CODES MEGA DRIVE

Fun

1 ROPMW	2 NSHNU	3 TOPWM	4 PSHNU
5 HNPPQ	6 DRHGY	7 JNFPQ	8 FRHGY
9 ZOFWM	10 VSHNU	11 BPFWM	12 XSHNU
13 PNFPQ	14 LRHGY	15 RNFPQ	16 NRHGY
17 JIFXM	18 PMNOU	19 LIFXM	20 HMHOU
21 ZGFQQ	22 VKHHY	23 BHFQQ	24 XKHHY
25 RIFXM	26 NMHOU	27 TIFXM	28 PMHOU
29 HHPQQ	30 DLHHY		

Tricky

1 LPPZM	2 NWHQN	3 ZPPLN	4 TWHQN
5 ROPER	6 PXHJR	7 BRPER	8 VXHJR
9 VSPLN	10 BGIIP	11 NZFVO	12 HGHBP
13 PYFOS	14 DHHUS	15 PAPPS	16 JHHUS
17 LVPWO	18 NCHOP	19 ZVPIP	20 TCHOP
21 RUFBT	22 PDHHT	23 BXFBT	24 VDHHT
25 VYFIP	26 BOHFN	27 NHPAN	28 HOHPN
29 FGPTQ	30 DPHYQ		

Tricky level 27: On this level you must guide all the Lemmings to the exit and save them from perishing Sounds a bit like all the other levels really.

Taxing

1 RXPPWM	2 PUHZU	3 TPQPIN	4 PTWHZU
5 PRFBR	6 BCIDA	7 LYFLS	8 PEIDA
9 NCFTO	10 VGHWW	11 FDFFP	12 XJJHWW
13 PEPYS	14 RQHGY	15 DNFPQ	16 FTHGY
17 PKPXM	18 NORAV	19 XKFJN	20 BRHAV
21 XLFCR	22 VJWIDA	23 TSFMS	24 XYIDA
25 VWFTO	26 DBHXW	27 NXFFP	28 RDHXW
29 NYPYS	30 DXHIY		

Present

1 BEONR	2 NIQQZ	3 PHOZR	4 VRRAB
5 ZOOCX	6 LTRFF	7 DSOOX	8 TERXC
9 ZEONR	10 LJQQZ	11 DIOZR	12 TSRAB
13 XPOCX	14 JURFF	15 BTOOX	16 VRRYC
17 DLOPR	18 PPQSZ	19 HOOBS	20 XYRCB
21 BWOEX	22 NARIF	23 PZOQX	24 VLRZC
25 BHOPR	26 NQQSZ	27 FPOBS	28 VZHCB
29 ZWCEX	30 LBRIF		

Taxing 25: Now we're getting difficult.

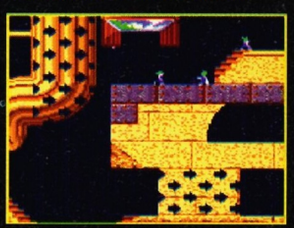
Fun 15: Along the quaint terrain we stroll. Ahhhh!

Mayhem

1 RQPZM	2 XXHQN	3 RTPLN	4 BHHBP
5 DZFOS	6 FIHUS	7 DCFBT	8 FLHGT
9 JGPIP	10 TVHEN	11 NRFZ	12 TYHQN
13 VQFER	14 XZHJR	15 ZZFOS	16 BJHUS
17 HXPWO	18 NEHOP	19 HAPJP	20 VBHHN
21 XTFUQ	22 ZCHAR	23 XWFGR	24 ZFHMR
25 DBFON	26 NOHDP	27 HKPYO	28 NRHPP
29 PJFDT	30 RSHIT		

Sunsoft

1 VEOQR	2 JOQHS	3 RPOOMT	4 BVXQRT
5 JQORX	6 BIQOV	7 ZDOJV	8 JLQAW
9 VIOCS	10 NYQRT	11 PSOYT	12 VBQEU
13 ROOKV	14 IYQBW	15 DUOWV	16 BRHQMX
17 HFYOOT	18 THQGU	19 ZJOSR	20 FTQXR
21 TLOXV	22 LBQNX	23 JXOHX	24 TEQZX
25 FCOBU	26 PXHNC	27 RRKUC	28 XAMAD
29 PZKXH	30 DJHPI		



Sunsoft 30: This level was beyond Adrian. No shock.

SNES CODES ENGLISH GAME

Fun Level

1 VLQXPGC	2 FWKQCJK	3 TWXZKRM	4 JPJXFVW
5 KTJGTJK	6 HGNNNPX	7 MLLBCPQ	8 XBVCKLL
9 JWGWBK	10 JJGKQPH	11 PWKZSXL	12 GGWWFXR
13 PPTDZZG	14 TPVSDSC	15 QSPRKMK	16 BXCHLQS
17 VDGQWSX	18 QGNLNFM	19 DNPFNQR	20 FQKKFHL
21 RMHDGBX	22 ZGBVCXV	23 ZXBLWZK	24 HTLDXLB
25 ZDGHTWD	26 CFHXPSM	27 PZBXCXB	28 CWLGDPT
29 WDNLSMJ	30 WBZWWCB		

Tricky Level

1 WXRRTMV	2 SVZFJVM	3 BNLDXVC	4 FNGWLWW
5 RWHTQBK	6 GGVQQDZ	7 RTWHNTC	8 FBMBPFD
9 GTGCDKQ	10 KSRXKVK	11 TBHLCRC	12 XVJKXBQ
13 TMRSZMF	14 CVSDHLF	15 WXLBGBP	16 WZNFLWF
17 FVMTNWW	18 VVDRGWD	19 SRXBPPV	20 GRZHRPP
21 XTMWFCP	22 FLMTVPM	23 KSGVVWK	24 ZBPPBXG
25 WHCHBQV	26 LHDPGNV	27 HVLXXTH	28 STVNDPK
29 JFTQVSX	30 SKKWSZD		

Taxing Level

1 SFLQQWR	2 LGJMTCD	3 BWNQXRZ	4 NGHQVRF
5 NRQKFRC	6 QRXZLSK	7 VGPDDWR	8 HPKBCCX
9 DSWLCTG	10 GWGCJHK	11 TNJVCGD	12 XKBFSBD
13 VKKCSFV	14 SJKNWWS	15 DQDGCBX	16 QTVGPTH
17 PFFFLPS	18 BPNRSMC	19 JLGKBCZ	20 PCVKZVR
21 QNWFKVZ	22 NTHZDKK	23 XQZSRDT	24 PTPMJDV
25 LXTZBHP	26 RLQGWSX	27 MHKNCDK	28 KWGCKWD
29 RKVHCBS	30 MGVJBKZ		

Mayhem Level

1 QGSMMDM	2 KKSXKFK	3 NNBLXNL	4 JCPMTPC
5 TNPPCLS	6 RCPXPMD	7 GXZTLVK	8 LSWHMHR
9 SDRMFLF	10 HSHQXPK	11 CHBMWRF	12 LNRGMXC
13 WPSKBXN	14 LPBDVJJ	15 BGMLGSS	16 CZLMVGD
17 KVXLSQH	18 CQSSXRQ	19 MVRPMQJ	20 PMXDHBP
21 TWQBCXL	22 WVVFXWB	23 BSLMGQZ	24 MGGLXSF
25 DXBZRVX	26 BWQNKVK	27 RTBGJWD	28 HMGDJCQ
29 QZTJHSV	30 CQLRCHF		

Sunsoft Levels

1 GNNBJWV	2 RCQRFPZ	3 FBJJKJB	4 RMQMZDC
5 DTCZVMQ			

Tricky 1: This is nearly as easy as falling off a log. Something Adrian found out to his cost earlier today.

Mayhem 1: This is where the agony of Lemmings really sets in, and this is only the first level. Only 29 to go. Still, you can't complain, would you want a game that's too easy? No we didn't think so. Have fun and watch the hair get pulled out.

AMERICAN CODES MEGA DRIVE

Fun

1 NONE	2 QWKYN
3 NDDTD	4 SWKYN
5 FTDWN	6 KMKBX
7 HTDWN	8 MMKBX
9 VDDTD	10 ZWKYN
11 XDDTD	12 CXKYN
13 PTDVM	14 TMKBX
15 RTDVM	16 WMKBX
17 VHDVD	18 ZZKZN
19 XHDVD	20 CBKBP
21 PXDWM	22 TQKCX
23 RXDWM	24 WQKCX
25 FJDVD	26 KBKBP
27 HJDVD	28 MBKBP
29 YVDWM	30 DRKCX

Taxing

1 YFDTD	2 ZJKWP
3 CRDQF	4 DNKWP
5 VKDSN	6 BSLPB
7 DZDJR	8 FWLPB
9 SNDHJ	10 TRKXT
11 WYDDK	12 XVKXT
13 PSDGS	14 VLXBX
15 CLDVD	16 DPKXP
17 GWDRF	18 HSKXP
19 YPDTN	20 FXLQB
21 HFDLR	22 JBLRB
23 WSDJJ	24 XWKLT
25 WSDJJ	26 XWKLT
27 ZDDGK	28 BBXHT
29 SXDHS	30 FXKFX

Mayhem

1 MWDYD	2 FVJXX
3 MLDWP	4 KNKPB
5 PQDPR	6 HHKRK
7 PFDMS	8 HWKNL
9 JTDKK	10 GHJBX
11 NXDYD	12 GWJXX
13 LYDXN	14 DQKZG
15 QRDPR	16 JJKRK
17 ZJDPJ	18 SHKNC
19 ZXDLX	20 DSJPX
21 JVDFN	22 BMHG
23 JKDCP	24 BBKFH
25 CYDZF	26 ZZKSB
27 HRDRJ	28 ZPKQC
29 FSDQS	30 XJKSL

Present

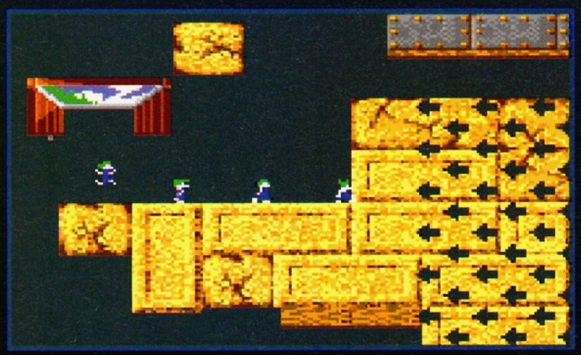
1 NZGJW	2 TDNMH
3 SPGGX	4 DXNCL
5 RXHYJ	6 XBNCV
7 WMHWK	8 HGNRP
9 RBGKW	10 XFNMH
11 WQGGX	12 RYNCL
13 VYBYJ	14 BDNCV
15 ZNHWK	16 RNNTP
17 RMGNW	18 XQNQH
19 WBGLX	20 HKNHL
21 VKHDK	22 BPNGV
23 ZYHZK	24 LSNVP
25 VNGNW	26 BSNQH
27 ZCGLX	28 LLNHL
29 YLHDK	30 FQNGV

Sunsoft

1 BRGPW	2 QSMNQ
3 HVHCB	4 FMMFT
5 GZHBL	6 ZQMSX
7 MHHRP	8 KGMQY
9 HHGMX	10 BNMFT
11 NLHZB	12 LCMCV
13 XLHTP	14 MNHSY
15 YDHRG	16 BHNKC
17 PLHHB	18 DNMGV
19 VZGSW	20 SRMVP
21 TFHSG	22 NLNLC
23 JZBHKK	24 XZNHD
25 VBHFC	26 CTMRP
27 PRGMX	28 MJMPQ
29 SZHFK	30 HCNFD

Tricky

1 YTDYD	2 MSJXX
3 XFDWF	4 TSJXX
5 TVDXM	6 HMKZG
7 SYDXN	8 PMKZG
9 LKDWF	10 DMKPB
11 PYDMJ	12 LMKPB
13 LPDPR	14 YFKRK
15 KSDPR	16 GGKRK
17 SGDPJ	18 GFKNC
19 RRDLK	20 NFKNC
21 NHDNS	22 BYKPL
23 MLDMS	24 JYKPL
25 FWDLK	26 XJJCX
27 JWDZD	28 FKJCX
29 FMDCN	30 SCKFG



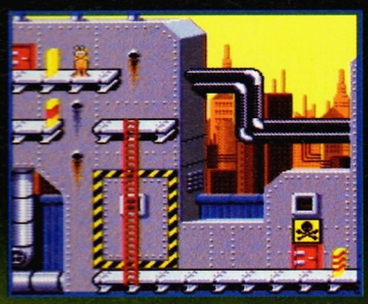
Present 27: This is in fact quite easy – once you've failed about 3,000,000 times. But that's *Lemmings*.

Tricky 11: Alright, which flaming idiot put a massive metal wall between us and the exit? Stupid sod.

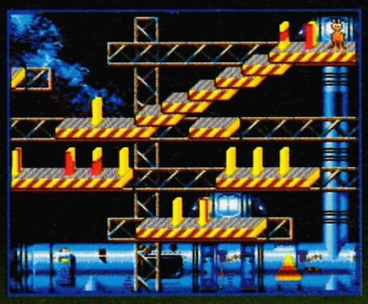
PUSHOVER

SUPER NES CODES

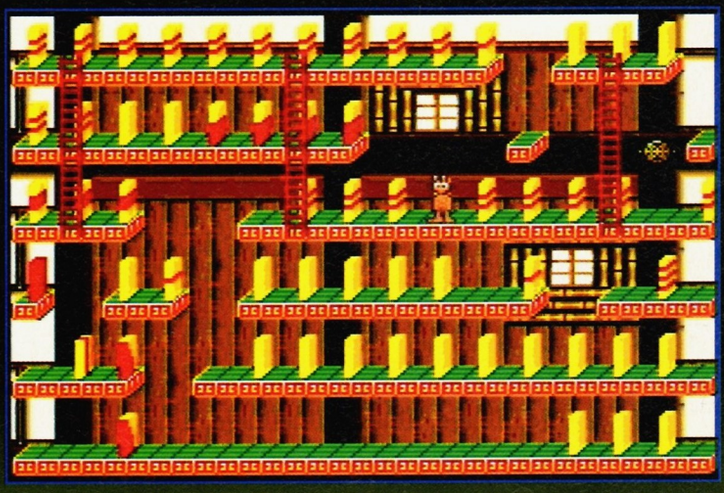
1 00512	18 13826	35 25614	52 23582	69 20095	78 21247	87 30975	96 08703
2 01536	19 13314	36 27662	53 24094	70 19071	79 20735	88 26879	97 09215
3 01024	20 15362	37 28174	54 23070	71 18559	80 28927	89 27647	98 10239
4 03072	21 15878	38 27150	55 22558	72 22655	81 29439	90 28671	99 09727
5 03584	22 14854	39 26638	56 18494	73 23167	82 30463	91 28159	100 44543
6 02560	23 14342	40 30734	57 19006	74 24191	83 29951	92 26111	
7 02048	24 10246	41 31246	58 20030	75 23679	84 31999	93 26623	
8 06144	25 10758	42 32270	59 19518	76 21631	85 32511	94 25599	
9 06656	26 11782	43 31758	60 17470	77 22143	86 31487	95 25087	
10 07680	27 11270	44 29726	61 17982				
11 07168	28 09222	45 30238	62 16958				
12 05122	29 09734	46 29214	63 16510				
13 05634	30 08718	47 28702	64 16511				
14 04610	31 08206	48 20510	65 17023				
15 04098	32 24590	49 21022	66 18047				
16 12290	33 25102	50 22046	67 17535				
17 12802	34 26126	51 21534	68 19583				



Easy-peasy. Level 10 shouldn't cause you any problems. No problems if you're a Mensa member.



Level 24 and things are warming up. But there's still a long way to go, especially as there's 100 levels.



This is the penultimate level. Yep, level 99 looks sort of easy doesn't it? Well, in fact it's a real pain in the bum and will cause you all sorts of difficulties. Never mind there's always *Lemmings*, ha ha.

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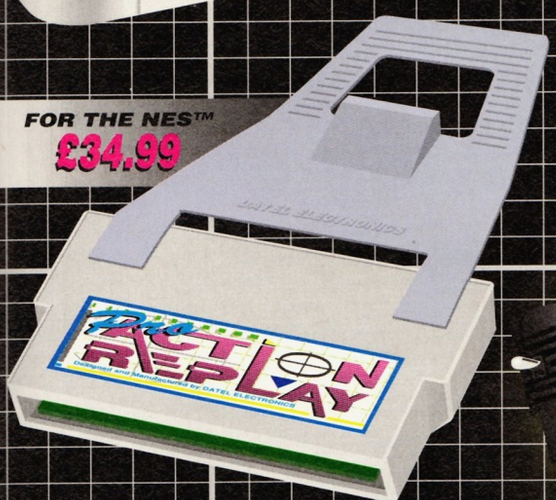

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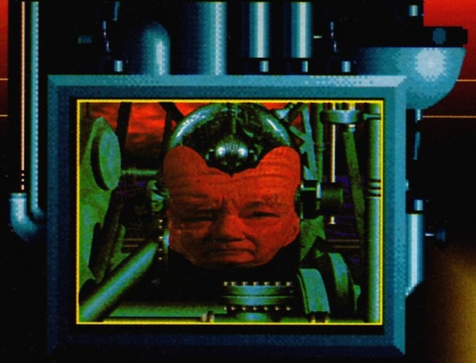


CURS ENCH

GREETINGS!
Welcome to my extensive, if not entirely complete Curse of Enchantia guide. If you're sitting comfortably...

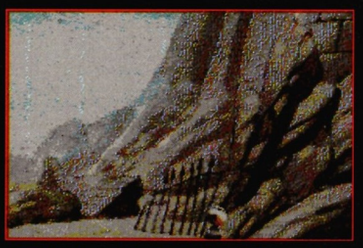
1 Call for help and a guard will come in, have a fit and run out leaving the key on the floor. Pick up the key and use it on the chains to release yourself.

2 Walk to the pillar on the right and examine it. Push the wall to reveal a cubby space. Inside is a paper clip. Pick this up and use it on the main door to pick the lock.

3 Freedom at last! But not for long. Get the goldfish bowl and run like hell to the left. Avoid the hammer-wielding statues and the guards that chase you.

4 Open the door on the left and step through. Agghhh, don't worry you won't die when you fall off the edge.

5 The first thing to do is wear the goldfish bowl. Yeah, so it sounds a bit silly, but at least you'll live.



6 Take a look at the fish on the right. Go over to him and set him free. Then go to the bottom right and get the gold coin from behind the rock.

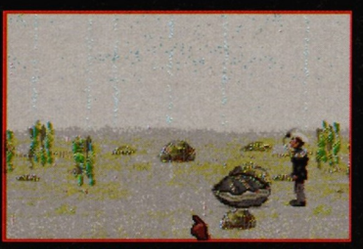
7 Walk right and look at the patch of sand that stands out. Get the worm.

8 Give the worm to Mr Fish, he will give you some more air before he closes the shop for the day. Continue to walk right.

9 As you near the eels a fish will drop something. Collect it and give to the turtle when he gets close. He will then carry you over to the other side of the eels.

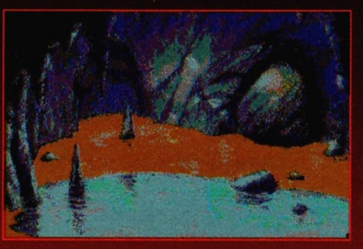
10 Look carefully at the weed and you will see something hidden there. Collect the cattle prod from the weed and walk left.

11 When the shark is about half a screen away attack him with the cattle prod. While he's in shock walk a bit further. Do this about four times.



12 Walk down to the giant clam and when it is shut, jump over it. You've have now managed to complete the hardest part of the lakebed.

13 All that is left to do is walk up to the plug and insert the cattle prod in it. It will lift up and suck you into the next part of the game.



14 Go from the pool to the bottom right, until your man disappears. Collect seaweed, and push the pointed bit of the centre rock to open a secret door.

15 Pick up all the various sized rocks and take them to the Rock Basher Room. Keep giving the rocks to the man until he gives you some string.

16 Take monitor and plank to the Seesaw Room. Put the plank on the rock and the monitor on the plank. Collect the magnet, then jump down.

SE OF ANTIA

In next month's installment, we'll introduce you to characters you've never met before, show you places you've never visited and explain things that have baffled you for a long time. Cos we're great, we are.

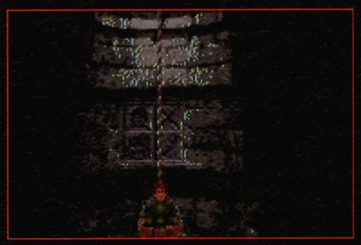
17 Go back to the Monitor Room, tie the magnet to the string and throw it down the hole. When it comes back to you, there will be a wire attached to it.

18 Stand outside the Rock Basher Room, avoiding the Mud Monster. Fix the wire onto the loops where the monster ends his run. Collect mud on the loops.

19 Go to the room with the holes in the walls and keep looking in the hole on the right until the twigs appear.

20 Throw a gold coin into the wishing well. A man appears and offers you 3 choices. Take the hard helmet or you won't be able to get out of the caves.

21 Go to where the rocks are falling from the ceiling and wear the hard helmet to avoid getting hurt.



22 Go to the room with the bucket in. Tie seaweed to the mud, add twigs and wear the mask that it gives you. Climb into the bucket to be hoisted up.

23 The monster thinks you look beautiful with the mask on and pulls you out. When the mask falls off he'll dive down the shaft to escape your ugliness.

24 After he dives out of the way, walk to the top of the screen and start heading towards the town in the distance.

25 As you walk along, you are charged by a mugger who falls over his feet and drops his sword. Pick it up then kill him. Collect the money he leaves.

26 Carry on walking towards Dragon's Pass. Go to Frank's shop and buy some food. Eat it straightaway.

27 Try and go in the Red Dragon pub but you will probably get thrown out.

28 Go towards the fountain and then straight on. Enter the Shop of Wonders, give the Mage some money, to transport you to the Edge of the World.

29 Falling off these ledges is harder than it looks. Keep walking right under the small rockfall until you see an alcove.

30 Go into the alcove and pick up the red rubber gloves on the floor. I know they're a strange thing to find but they'll come in useful.

31 Walk up to the large rock and push it so that it falls into the gap. Then jump it to reach the other side of the ledge.

32 Walk right and push the buttons in this order: 1,3,4,3,2. Any other order will have no effect.

SHADOW OF

THE SOLUTION: PART TWO

Last month in GamesMaster, we gave you the complete solution to levels one and two of this very difficult game. This month we give you the final part of the solution, levels three and four. The solution below tells you what to do, but actually completing the game is a totally different matter. You must make sure that you take things very slowly and steadily, then you should be alright. This is the final instalment in our *Shadow of the Beast* Guide, and we will have for your delight next month, another top new release, with a full players guide on how to complete the game. So, fret not, help is at hand.

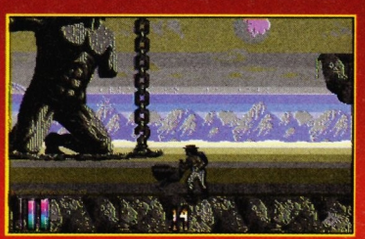
LEVEL THREE: THE CAVES OF BIDHUR

1 Run right past the two creatures on the bridge, jump up and kill them, then carry on running.

2 Jump up onto the first branch and face left. Now jump up the branches and shoot the nest and four birds at the top.

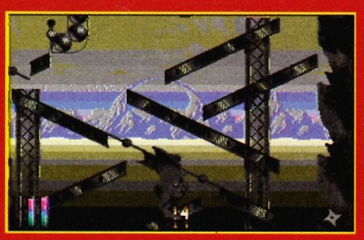
3 Keep going right until you see a table, shoot the left leg off it. Jump over to the other side and shoot the other leg.

4 Jump up, shoot the head on the wall so it drops on the plank. Push left until the head is under the cage; go up the ladder and walk off the edge.



5 This will catapult the head into the cage and smash it. The bird will now be free, so get on it and fly around.

6 Fly up and right until you see some metal balls. Adjust the runners, so that the first set of balls will go into the top cave.



7 Release the first three balls. Next adjust the runners so the balls go into the next cave down. Now release the rest of the balls.

8 Fly to the bottom cave, killing the birds. When one drops a hammer pick it up then go back to the top cave.

9 Select hammer. Push one ball to the side and hit the slab over the first ball. Put another at the front as the first gets to the middle.

10 Keep doing this until you get the slab all the way across the pit. Make sure you keep two of the balls in the middle.

11 Push the slab back and jump on it to the higher platform. Select the star. Shoot the monster in the eye. Collect the empty flask.

12 Go back to the bird in the cave opening and go to the next cave. Fly past the bouncing balls to the edge of the red lake.

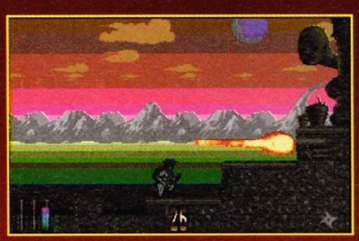
13 Dismount the bird and select the flask. Jump into the middle of the lake and press fire to fill the flask.

THE FINAL CONFRONTATION: DEFEATING MALETOTH - RUN AND JUMP ONTO THE PLATFORMS. WHEN MALETOTH APPEARS, FIRE AT HIS HEAD...

THE BEAST 3

...HINT: CHANGE PLATFORMS EVERY TIME HE GOES PAST YOU AND TRY TO DESTROY HIM AS QUICKLY AS POSSIBLE.

LEVEL FOUR: NOSTHOMAL



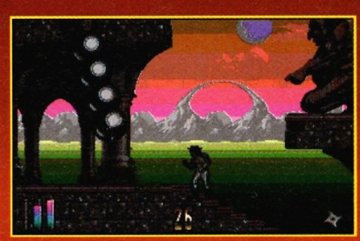
1 Run to the right and shoot the flamethrower, while avoiding the flames that shoot out at you. Run to the right after you shoot it.

2 Continue right past the large steel ball. Go down the stairs and climb down the ladder and go to the table.

3 Shoot the left leg of the small table, pushing it right. Take care not to fall off the ledge. Shoot the bats, and go to the bookcase.

4 Push the bookcase left, up to the library sign. Climb the ladder and jump onto the bookcase. Jump to collect the hammer.

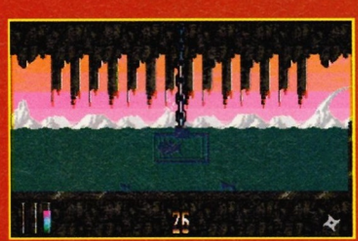
5 Climb the ladder and go upstairs to the ball. Shoot twice with the throwing stars. Select hammer and shoot until the ball's in full swing.



6 Swing on ball to highest ledge. Select the throwing stars and shoot ball at its highest point so it rolls down the stairs.

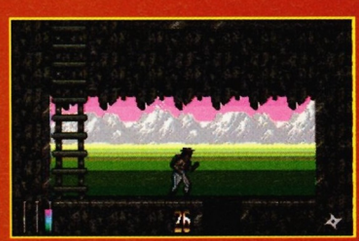
7 Continue right, past the sliding puzzle (it isn't necessary to complete the puzzle), go down the ladder and into the crane booth.

8 Pick up fish at bottom of the top-left tank, feed to top fish in tank 3. Then, feed it to top fish in tank 1. Then give to fish in tank 3.

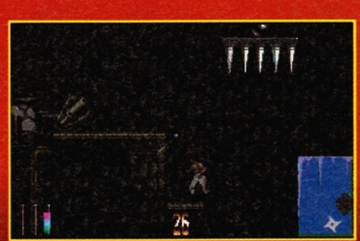


9 Take the fish from tank 3, feed it to the small shark in tank 2, who won't harm you. Move to the exit box and press fire.

10 Climb up the ladder and run through the tanks while avoiding the spikes.



11 Climb down the ladder, falling down the drop to the right. Jump the ball, climb down the ladder, run right, and jump the pit.



12 Jump onto the ledge and shoot the switch to turn on the furnace. Stand next to the furnace, select the hammers and keep shooting the furnace until it won't move any further. Spikes on a chain, hang from the ceiling. Select throwing stars, jump up and shoot the spikes twice, then switch back to the hammers. Keep jumping and shooting the spikes with the hammers until they are at full swing, then quickly change back to the throwing stars and shoot the spikes at the highest point of their swing (to the left). The spikes will then detach from the chain and plug the shallow pit. on the floor.

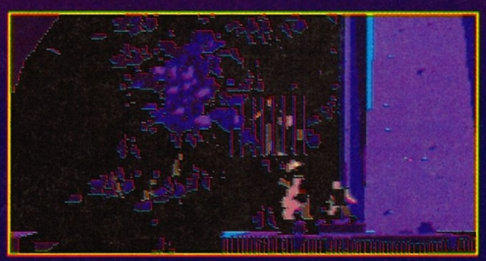
13 Go left and climb ladder, jump over the large ball. Push it right so it falls in the furnace. Go right and onto the platform next to the furnace switch. Wait for the ice to melt, and once the top is just below your platform, jump onto it and to the ledge on the right. Hit the switch to turn off the force field below. Wait a few seconds for the molten metal on the floor to cool, then drop from the platform. Collect the crystal and walk right until you are underneath the other crystal embedded in the next ice block. Keep shooting the ice with your stars until it shatters. You'll then catch the second crystal.

ANOTHE

If guiding slightly deranged scientists from hostile, parallel dimensions and back to their existence within reality isn't exactly your mug of Choc-a-mint, then you're probably well and truly stuck on one of the more devious levels of Interplay's fantastically weird Orwellian, Kafkaesque, sci-fi, allegorical whodunnit. Er, I think. In that case, here's an astonishingly helpful guide to the first half of Lester's exploits and, as if that wasn't bloody brilliant enough, we've also thrown in all the codes. But don't worry if you can't get anywhere on the later stages – simply buy issue three of GamesMaster. Take it from me, it will soothe your worries, ease your mind and tell you how to do the final levels. But for now, onwards...

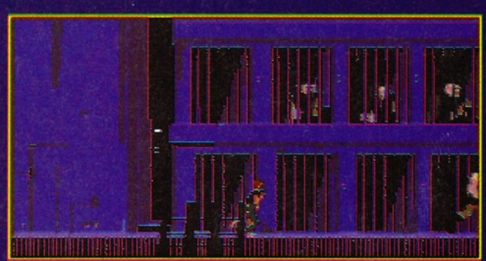
LEVEL TWO – CODE HTDC

Having been imprisoned in a cage with another sullen-looking geezer, you make friends with him and plot an escape...

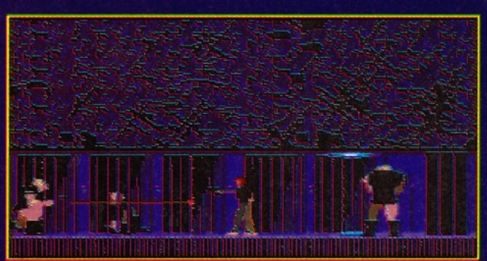


1 By moving left and right on the joypad, swing from side to side. Time it correctly and the cage will eventually fall and crush the guard below.

2 Before you go anywhere, walk to the right slightly, crouch down and pick up the gun.



3 Now run to the right immediately, go through to the next screen and fire off a few shots as soon as you enter. This should pick off the guard quite neatly.

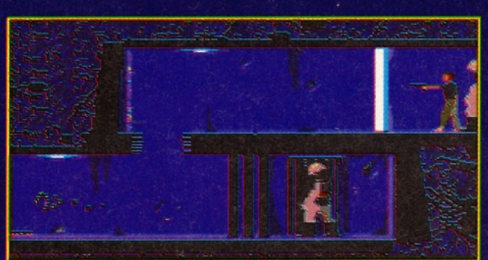


4 Run right. Your chum will head to the electronic lock and start to fiddle with it. You must move over to the centre of the screen, turn around and keep putting up shields to protect as you shoot the attacking guards.

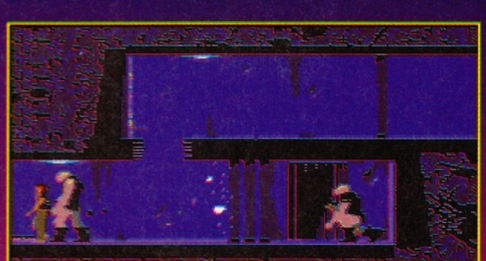
5 As he breaks through the door, follow him and head for the lift. Pull down on the joypad and go to the very bottom of the shaft.

6 Enter the room carefully and shoot the guard on the left straightaway. Then shoot the power line on the wall.

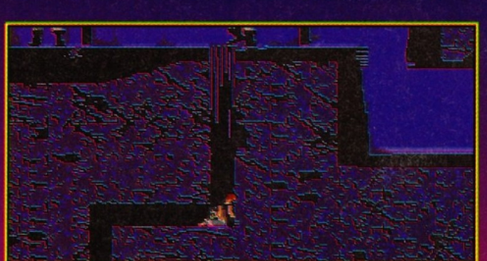
7 Now go back to the lift shaft. Go right to the top and check out the view. Lovely, isn't it?



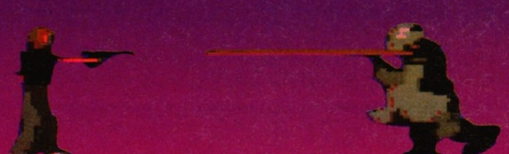
8 Go back down the shaft to the second opening from the bottom. Enter and, using a power bolt, blast through the barrier.



9 Use the transporter thingy to get down to the lower section of the room.



10 Head left and get to the top section of the next room. Don't worry about the guard who appears. Your mate will now open a hatch which you should jump down instantly.



R WORLD

LEVEL THREE - CODE CLLD

Completing this level of underground tunnels is simply a matter of rolling in the right direction and pausing occasionally to avoid the steam pipes.

1 Roll to the extreme left and drop down.

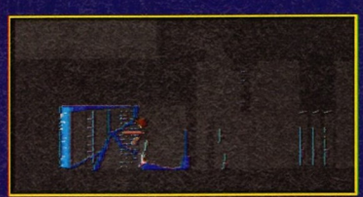
2 Roll to the right. Drop down.

3 Roll to the right. Drop down.

4 Roll left. Drop down and roll to the extreme right and onto the next stage.

LEVEL FOUR - CODE LBKG

A fairly short section which sees Lester penetrating the depths of the enemy's subterranean stronghold. I think.



1 Recharge your gun and blast through the triple doors using three power-blasts. Recharge your gun again and move into the room to the right.

2 Enter carefully, gun in hand... Waste the guard and head to the right.

3 Slowly ease your way to the very end of the ledge. Don't worry – you don't have to actually jump over the gap. Simply jump, the screen will scroll downwards and you will land on another ledge a little further down the chasm.

4 Use a power-blast to break through the wall to the right and go through...

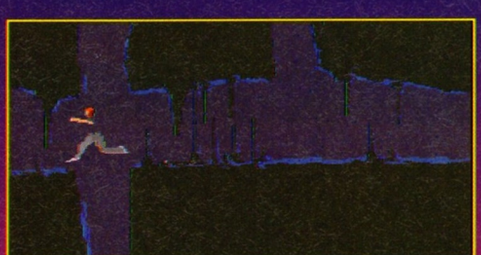
LEVEL FIVE - CODE FXLC

One of the longest, most precise sections of the game. It requires ultra-acurate jumping and rather a lot of patience.

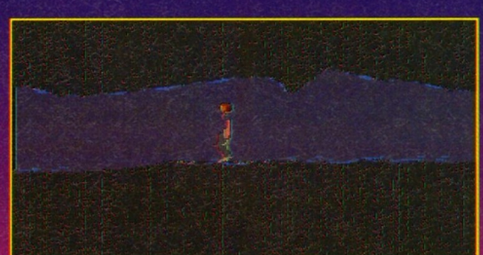
1 Walk left...

2 Stand by this pit with jaws–which will open and close, giving you a fair idea that you need to...

3 ...jump very carefully over.



4 Jump this gap as soon as you land from the previous leap.

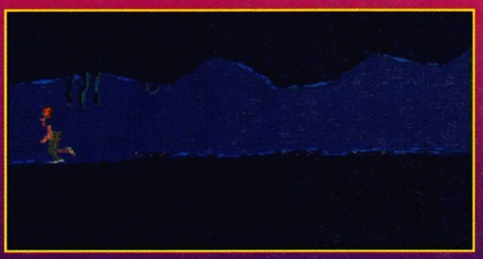


5 These two jumps are more accurate. Jump once over the first pit and don't touch anything on the joypad. Stand perfectly still inbetween both jaws.

6 Then, carefully jump again.

7 Execute two extremely dainty and careful jumps over the jaws...

8 Jump over the first jaws and stay there. Turn around and edge to the right slightly.



9 Run very fast past the tentacles...

10 Run to the top left, turn around and shoot the red bat-like bird to dislodge it. Now walk into the room to the left.

11 Wait for the bird to become ensnared in the tentacles.

12 Now jump onto the stalactite, climb to the very top and jump to the left – onto the next stalactite. As you get to the extreme left, jump off into the next screen.

13 Blast the rock and walk up the incline. Head right, jumping all the gaps, until you come to a large pool of water being precariously held up by a bit of rock.

14 Use a power-blast to cut through the rock and get ready to run away very, very quickly indeed.

15 Now run left, jumping all the gaps. It's very tough, but you'll get it with practice. Race to this platform and you'll be propelled upwards by the surge of water.

16 Now head up and right.

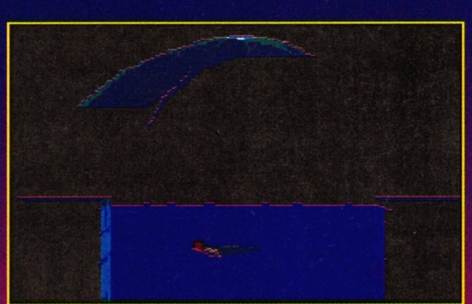
17 Blast away the door.

18 Head up the staircase and then out of the stage.

THE FABULOUS WORLD OF THAT LESTER CHAP

And so, with heavy hearts and damp trousers, we come to the end of the first instalment of our *Another World* solution. Coming next month...

How do you shoot the geezer with the gun? How do you get down the ruddy stairs?



Swimming with Lester. The backstroke. The butterfly. The sadly rather obvious caption.

So, tune in next time and find out how to shake this guy off and kick his head in.

YOU MELTED THE DRAGON.

VAULTED THE DRAWBRIDGE. WADED THE SWAMP.

AND FORGOT ABOUT THE DINOSAUR EGGS.

TRY A SPELL IN WOOLWORTHS.

Wipe yourself down, head for any branch and feed your face with all the latest hard and software.

SEGA at WOOLWORTHS

ACTION REPLAY AND GAME GENIE

Those of you lucky enough to own an Action Replay or Game Genie are in for a real treat. Here for your delight is a feast of splendid codes, to cheat your way to the end of some great games.

GAME GENIE NES

ADVENTURES IN THE MAGIC KINGDOM

LAOLIGTA	Life costs less.
GAOLTKAA	Freeze costs less.
IAOLYKZA	Invincibility costs less.
TAOUAKGA	Life up costs less.
GZKUZXSN AEVUYOGY	These two combined make all items cost nothing.
PEVEIOLE	Start off the game with nine lives.
SXKYOUVK	Never lose a life.

ADVENTURES OF LOLO 2

No more worries about collecting the hearts in *Lolo 2*, with these codes you'll be cracking those tough levels in no time at all.

GZKPOLVG	Infinite lives.
GAXPEZAA	Start with four magic shots.
GZXZKPVG	Never lose magic shots.
GEKONPAA	World five.
PEKONPAE	World ten.
TEKONPAE	World 15.
LOKONPAA	World 20.
AOKONPAE	World 25.
IOKONPAE	World 30.

The end of the Joker is finally in sight as Batman discovers immortality and infinite weapons. Come on Joker, let's see you smile now.

BART VS THE WORLD

ZAXXSGLE	Ten lives.
EAXXSGLE	Over 100 lives.
PAEZPAAE99	firecrackers.
EAEZPAAE	Over 150 firecrackers.
ZIAVNG	Pick up easier.

BATMAN RETURN OF JOKER

SZXZONSE	Protection from enemy bullets.
SZSZKXSE	Protection from colli sions.
SXSATXSE	Protection from electric grids.
OZVXVLZE	Full energy capsules on pick-up.
AXTXEL	Ball & chain don't fall.

BLASTER MASTER

SZSKLIVG	Infinite lives.
GXEONEVK	Infinite homing missiles.
GXNPNOVK	Infinite thunderbreaks.
GZOPSUVK	Gives you infinite multi war heads.

BUBBLE BOBBLE

OAUGUZLE	Infinite lives.

TEENAGE MUTANT HERO TURTLES 2

PEOIGPZA	Start with nine lives.
AAEAULPA	Infinite lives.
PEXVUZZE	More powerful weapons.
PEXTNZLE	More powerful kick.
SXEAPZVG SZUAYZVG	Use these codes so that in a two-player game if one turtle is revived the other won't lose a life.

TERMINATOR 2

SXOELOVK	Infinite lives.
GXVTVZAX	Infinite energy.
OZETEUPK VYETOUNN	Use both these codes to take minimal damage.
XNNPXOKN LAXPUZZA	Super jump.
LAUONZZA	Use both of these for faster running.

TINY TOONS ADVENTURES

SZNOUNVK	Infinite lives.
AEXZNZZE	Nine lives after continue.
YYNSKXLU	Slow down timer.
AEEPPTYA	Pick up more hearts.
SZOOSVVK	Infinite energy after picking up one heart.

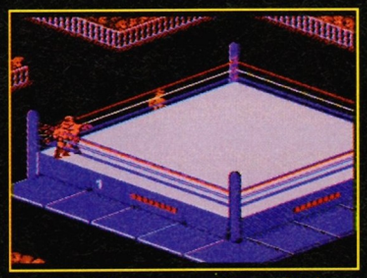
TOTALLY RAD

SZSEYXVK	Infinite lives.
AEUZKTZE	Start with nine lives.
SVVNTKON	Don't lose energy from bad guys.
GXXAPKSN	Infinite magic.
AOOAYGAO	Super jump.
YOOAYGAO	Mega jump.
TEEONALA	Half life or magic gives full energy.
SZVAYIVG	Immune to fire and water.

TROG

PEPOZX	Exit when four eggs are left.
SEPKKS	Loads of homes.
XEPOZX	Mushrooms do not slow down.

WWF WRESTLEMANIA



Come and have a go if you think you're hard enough. Take your time to beat the toughest the Americans have to offer.

PESGOALA	One minute in tournament.
TESGOALA	Six minutes in tournament.
PESGOALE	Nine minutes in tournament.

ZELDA 2 – THE ADVENTURES OF LINK

IAKOZIAI	Super mega jump.

ACTION REPLAY NES

Ah isn't he cute. Chip 'N' Dale can now rescue to your hearts content as theirs is one of the latest games to get busted.

CHIP 'N' DALE RESCUE RANGERS

00021018	Invulnerability.
0005B682	Infinite lives.

DONKEY KONG CLASSICS

00005502	Unlimited Mario in Donkey Kong.
00004C02	Unlimited Junior in Donkey Kong Jnr.

DOUBLE DRAGON 2

00043203	Infinite lives for player one.

HOOK

00037F02	Infinite lives.
00037D4F	Unlimited energy.

It may be old but it's still a classic. *Donkey Kong* gets the game-busting treatment from the Action Replay people. Rescuing the Princess, no problem, killing Kong, dead easy. It's just a barrel of laughs now that you can cheat all the way.

MEGA MAN 3

0000AE03 You obtain unlimited lives.

STAR WARS

0006DF03 You obtain unlimited lives.

SUPER MARIO 3

00073605 Unlimited lives for Mario.

0005F005 Unlimited time.

0000ED01 Mario remains super all the time.

0000ED03 As above, but for racoon.

0000ED02 Mario can fire all the time.

0000ED04 Mario keeps the frog suit all the time.

0000ED05 Mario remains Tanooki Mario all the time.

0000ED06 Mario keeps hammer all the time.

0000ED07 Mario looks as if he's corrupt but this allows true flight by pressing the A button.

Even with the cheats *Mario 3* can still take hours to finish.

ACTION REPLAY SUPER NES

ACT RAISER

7E001C02 Infinite lives.

7E001D08 Unlimited energy for knight.

7E0282FF Keep 255 spell points.

ADDAMS FAMILY

7E00AC05 Infinite lives.

7E00C302 Invincibility.

AXELAY

7E005E03 Infinite lives – change the last digit to change the amount of lives when enabled.

7E1E620X Start from any level – change X. eg. To start at level four, enter three, etc.

7E033002 Keep selected weapon even when hit by enemy bullet, change the last digit to change weapon.

BART'S NIGHTMARE

***Bart's Nightmare* is reduced to a mild dream with the aid of these codes. Eat my Shorts!**

7E013D02 Unlimited bubblegum.

CASTLEVANIA 4

7E007C03 Infinite lives.

7E13F214 Unlimited extra weapons.

7E13F050 Unlimited time.

CONTRA 3

7E1F840X Player one's first weapon varies with X and is max of five. eg. Use three for homing.

7E1F860X Same as above, but for player one weapon two.

7E1FC40X As above, but for player two weapon one.

7E1FC60X Same as above, but for player two weapon two.

7E1F8A63 Infinite lives.

CONTRAry to opinion cheating is becoming more popular. If you can't do a level, cheat.

7E1FCA63 Infinite lives for player two.

7E1F8C02 Infinite bombs for player one.

7E1FCC02 Infinite bombs for player two.

DINOSAURS

7E17310X Will give player one X amount of lives every time the Action Replay is enabled.

7E16ED05 Tops the Dinosaur up to full energy when the Action Replay is enabled. Use with above code for invulnerability.

7E176305 Tops the human player to full energy, use with codes above for invulnerability.

7E0DF063 Will set the time to 63 seconds while the Action Replay is enabled.

7E1F8CXX Will give a player XX eggs when the Action Replay is enabled (try 49 instead of XX).

F ZERO

7E0CF301 Gives you infinite turbo boosts.

7E00CA0B Infinite power.

7E005908 Infinite lives.

7E115000 Always finish first.

FACEBALL 2000

7E0BD103 Infinite lives.

7E035201 Next tag opens the exit regardless of how many tags you have made so far.

7E03CEXX Where XX is a level number. This is a level select so you must switch off the Action Replay once you are there.

Dead or alive you are coming with me. Only four of you. With these cheats they don't stand a chance.

FINAL FANTASY 2

7E200803 Loads of hit points for player one.

7E208803 Loads of hit points for player two.

FINAL FIGHT

7E0D6E05 Infinite lives.

7E0D1450 Will make your char acter invincible.

ROBOCOP 3

7E047738 Unlimited energy.

STREETFIGHTER 2

7E0BF220 Will allow both players to play the same character.

7E0C6001 Speeds up the entire game to about double speed.

Ken jumps for joy after he hears about the latest *Streetfighter* codes. Honda bows to the power of the Action Replay.

7E0CB200 Allows all special moves for player one to be done in mid-air.

7E0EB200 The same for player two.

7E0ED10X Substitute 1-9, A and B, so player one can play any bad guy.

7E0CD10X Same as above, but for player two.

7E0C030C Auto fire balls, turn them off once you win and then on again in the next round.

SUPER MARIO WORLD

7E0DB405 Infinite lives for Mario.

7E0DBE05 Infinite lives for Luigi.

7E0DBF63 Gives Mario 99 coins each time the enable switch is activated.

7E027799 Does the same for Luigi.

7E0F3303 Gives you infinite time to do a level.

7E001901 Gives Mario the mushroom indefi nitely.

7E001902 Gives Mario the cape indefnitely.

7E001903 Allows Mario to shoot indefinitely.

SUPER SMASH TV

7E053105 Infinite lives.

7E189906 Once you pick up a weapon you will not lose it until you pick up another.

SUPER STAR WARS

7E08FB03 Unlimited lives.

7E0A7920 Restores energy when Action Replay is switched on.

7E087224 Allows you to use jets all the time on level 2.

7E086E00 No Jawas on level 2.

TURTLES IN TIME

7E1AA00X Will give player one X amount of lives, for unlimited lives leave switch up.

7E1AE00X As above for player two.

7E044A50 Player one will get health restored when Action Replay is enabled.

7E04BA50 As above for player two.

7E00820X Start from any level, replace X with one for level two, two for level three etc.

UN SQUADRON

7E00D901 Gives player one loads of money.

7E00DD31 Unlimited conven tional bombs.

7E00DD02 Unlimited Mega Crush weapons.

7E00DD14 Unlimited Thunder Lazer.

7E100808 Unlimited fuel.

WRESTLEMANIA

7E06EC30 Unlimited energy.

ACTION REPLAY MEGA DRIVE

ALIEN 3 — PRO CART

FF08450099	Unlimited machine gun rounds.
FF08470099	Unlimited flame.
FF08490099	Unlimited mortars.
FF08EB00XX	Replace XX with how many lives you want to start the game with.
FF090B0009	Infinite lives.
FF08670050	Freeze the timer.
FF0811000X	Replace X with the amount of people you want to rescue to finish a level.
FF08130002	Level select. You must start the game and lose a life before the correct level is selected.

BATMAN — STD&PRO

0069AE6002	Infinite rockets for Batplane.
000BB64E71	Level skip, disable switch when desired level is reached.
004B546002	Infinite lives.
0101626008	Invincibility.
0018F400FF	Extra bullets and rockets.
0068E66002	Infinite rockets and bullets.
00696A6002	Infinite rockets for Batmobile.

CHUCK ROCK — PRO

FF06D10003	Infinite lives.
FF06D50007	Invulnerability.

DESERT STRIKE — STD & PRO

006AA44A79	Infinite lives.
00689C4A79	Unlimited fuel.
0049D07FFF	Starts the game with 32767 armour.
095FCA0190	Hellfire inflicts 400 points of damage.
00D55A6002	Unlimited capacity on all weapons.
095F8C1388	Gun capacity is 5000.
0049BE0000	Helicopter consumes no fuel.

DESERT STRIKE — PRO

FF10B70003	Infinite lives.
FFAF1D0008	Gives you unlimited Hellfires.

KID CHAMELEON — STD

00BEA84A78	Stops the clock from counting down.
00B8384A78	Infinite lives.
00B7344A78	Invulnerability.
00FE365E78	Diamonds worth seven points instead of one.

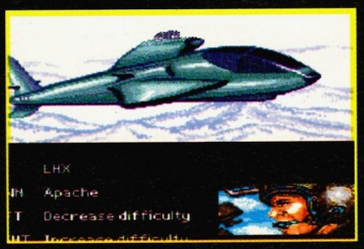
KID CHAMELEON — PRO

FFFC4500XX	Replace XX with your desired level number.
FFFC430063	Will maintain your maximum number of diamonds all the time.
FFFC3F0003	Infinite lives.
FFFC430050	Unlimited diamonds.
FFF4100050	Invulnerability.
FFFC190003	Unlimited energy.

LEMMINGS — PRO

FFF48A000X	Replace X with the number of athletes you want to complete a level. Leave the Action Replay enabled for infinite athletes.
FFF48B000X	As above, for floaters.
FFF48C000X	As above, but for bombers.
FFF48D000X	Same as above, but for blockers.
FFF48E000X	Same as above, but for builders.
FFF48F000X	Same as above, but for tunnellers.
FFF490000X	Same as above, but for miners.
FFF491000X	The same, for diggers.
FFF4E8003B	Unlimited time per level.

They're cute, they're green and now they are completely unstoppable. Make all those tougher levels a breeze with the help of the cheats.



Take a ride in my chopper, excuse me. Make your own personal *Desert Storm* with these cheats.

LHX ATTACK CHOPPER — PRO

FFF1C10004	Unlimited Hellfires.
FFF1BF0009	Unlimited Sidewinder missiles.

***Sonic 2*, no comment. Look we don't like it all that much but here are some exclusive codes.**

SONIC THE HEDGEHOG 2 — PRO

FFFE120009	Infinite lives.
FFFE210063	Gives you 99 rings all the time allowing easier access to special exits etc.
FFFE090001	Enables you to modify levels by using the A and C buttons. Switch the Action Replay on then off fairly quickly to use this cheat. Once you have changed the level, press B.
FFFFD00001	Enter this value and to start the game press START and A together for a level select.

SUPER SMASH TV — PRO

FFA37B0007	Unlimited lives for player one.
FFA3020005	Player one will have a shield for as long as the switch is activated.
FFA3090010	Player one keeps a weapon until he picks up another one.
FFA307000X	Must be entered with the code above. Replace X with 2 for spray gun, 4 for photo gun, 6 for missiles or 8 if you'd like a peanut gun.
FFA3490010	Player two keeps a weapon until he picks up another.
FFA347000X	Must be entered with above code. Same numbers as above for weapon select.
FFA3420005	Player two shield. Lasts as long as switch is enabled.
FFA3A90004	Unlimited lives for player two.

It's not super, it's not smashing but it's on the TV. It must be *Super Smash TV* on the Mega Drive.

UNIVERSAL SOLDIER — PRO

FF12D90009	Unlimited smart bombs.
FF0ADF000X	Gives you X amount of lives every time the switch is enabled.

XENON 2 — STD

0006AE05CB	Allows a UK version of *Xenon 2* to run on a foreign Genesis/Mega Drive.

XENON 2 — STD & PRO

FF08350027	Unlimited energy.
FF0839000X	Replace X with the number of lives you want each time the switch is enabled.

ACTION REPLAY GAME BOY

ADDAMS FAMILY

01XX65C0	Gives you XX lives, eg 010565C0 for five lives.
081F68C0	Unlimited energy.
013FFAC1	Unlimited weapon energy.
0XX69C0	Start level select, eg 090169C0.

ADVENTURE ISLAND

010319C4	Infinite lives.
087F22C4	Infinite energy.

ADVENTURES OF ROCKY & BULLWINKLE

010251DD	Infinite lives.
010357DD	infinite energy.

ESCAPE FROM CAMP DEATH

010292C9	Infinite lives.
010298C9	Infinite energy.
010594C9	infinite boomerangs.

BATMAN

0103C7C0	Infinite lives.
0104C8C0	Unlimited energy.

BLUES BROTHERS

010337C3	Infinite energy.

BUGS BUNNY 2

010599C3	Infinite energy.

NAVY SEALS

01XXADFF	Replace XX with no. of machine gun rounds. Enable for unlimited ammo.
020XC2C3	As above, for lives...
0A0XC3C3	... for special attacks.

RETURN OF THE SWAMP THING

0840C7C1	Infinite energy.

ROGER RABBIT

01060ACF	Infinite energy.

STAR TREK

01044ED1	Infinite lives.
010X4FD1	X = no. pf photons desired. Enable for unlimited photons.

TERMINATOR

08E0BDDB	Restores energy.

TERMINATOR 2

00071C38	Unlimited energy.
00071D04	Unlimited lives.

TOXIC CRUSADERS

040AC3C0	Infinite energy for No-Zone and the following...
040AC4C0	...for Major Disaster.
040AC5C0	...for Toxic.
040AC6C0	...for Head Banger.
040AC7C0	...for Junk Yard.
03XXABCC	Replace XX with a no. for level select.

GREETINGS!

Welcome to the Consoletation Chamber! Send any of your gaming queries in to me at: The Consoletation Chamber, GamesMaster, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

CONSOLETATION CHAMBER

AMIGA

DEAR GAMESMASTER
For the past 18 months I have tried to make sense of *Shadow of the Beast 2* on the Amiga, but to no avail. I am especially stuck at the section where you have to get the rock onto the see-saw. I have released the beast. Have you got the answer?
Colin Knox
Johnstone

***Shadow of the Beast 2* – a tricky little number if ever there was one.**

If you run right you will meet a sort of goblin. Start talking to him and type in TEN PINTS. This will give you infinite lives, so you should be able to overcome your little problem.

DEAR GAMESMASTER
On *WWF Wrestling* on the Amiga, I can't beat Sgt Slaughter in the final match. I've tried typing in "Hulk Hogan Wears Tight Yellow Knickers". I've done everything possible and still can't beat him. Please help me.
Ben McElvoy
Address unknown

All you have to do to beat Sgt Slaughter is continuously pin him to the floor. The first couple of times he'll get back on his feet but if you do it often enough he'll eventually lose.

MEGA DRIVE

DEAR GAMESMASTER
Please could you tell me how to kill the witch at the end of *Castle of Illusion* on the Mega Drive. I've had the game for over a year and still can't get past her. Please can you help.
Sue Jarman
Essex

When the witch is just about to materialise you must jump onto one of the platforms which are near to her head. Then dodge her bolts of lightning and jump onto her head. Repeat this step until she explodes. You will then have completed the game.

CASTLE OF ILLUSION (MD)

DEAR GAMESMASTER
In *Sonic 2* I've heard that there is a way to get all the chaos emeralds very early on, could you tell me how to do this?
Gareth Smith
Newquay

It is possible to get all of the chaos emeralds over the first two levels. There are in fact eight lampposts and if you can collect 50 rings every time you can enter them all. If you manage to get all the emeralds then you will be able to carry on the game as Super Sonic. Collect 50 or more rings and you will turn into the most excellent of hedgehogs.

Another little cheat goes like this... once you've got a chaos emerald, press the reset button. Now go to the option screen and and press start. The game will remember that you had a chaos emerald and you can repeat this until you have all seven (all the emeralds will have come from level one).

Here we see Sonic finishing his second Gem run...

And thanks to the marvel of Sonic, here are two Gems.

Exclusive Code

Streetfighter 2 (Amiga)

The best beat-em-up of 1992 is now out on the Amiga (see review on page 52). Here at GamesMaster we've got an excellent and exclusive cheat to turn it into the Championship Edition. (Well almost, but without playing the bosses). When you're playing the game, pause it and type in "7KIDS" you will now be able to play Character vs Character.

The first battle sees Ryu having a go at Dhalsim. Nice try boys. Check this...

Chun Li and Chun Li get it on in style and leave the rest for dead. Next.

Ryu and Ryu, not to be thwarted by the Chun Lis, have a fight of their own.

Swing along with Mickey and read the cry for help. Nothing's too big or small for the GamesMaster.

DEAR GAMESMASTER
I have *LHX Attack Chopper* on the Mega Drive and would like to play some of the later levels. The only problem is that I don't have any codes, could you help me out?
Paul Worthington
Essex

Here are all the codes to use on the easy level of the game to give you some practice for the harder levels.

Here in Libya, second home of the chopper crew, things are looking nice and rosy. But here we have an Abrams ready to spoil the fun.

Ah, it appears that it's not a rosy life being a chopper pilot either. To recap... we've just flown into a building.

Even the camels are joining in the desert destruction. Right enough of that, have some 20mm cannon fire in yer face.

Right take some of that, fascists. Let it be known that we boys in the chopper brigade are... um... well, have large missiles, so there.

The Libyan Campaign

1. CQAAAFA
2. CQAAIEA
3. CQAAQHA
4. CQAEYGC
5. CQAEAVA
6. CQAEIUA
7. CQIEQTA
8. CSIEYSE
9. CSIEBBC
10. CSIEJAC
11. CSIERDC

The European Campaign

1. CQYEIYA
2. CQYEQ6A
3. CQYEY4A
4. CQYEBJG
5. CQYEJIG
6. CQYERLG
7. CSYEZKC
8. CSYEBZA
9. CSYEJYA
10. CSYERGA

Sorry about the last caption, so here's a better one. Vroom akakakaka. Scratch one tank. Still not impressed, then?

SUPER NES

DEAR GAMESMASTER

I'm having a bit of trouble with the *Addams Family* on the SNES. I can get a fair way into the game but keep getting killed. Are there any cheats?
Simon Forrestor
Nottingham

Try the following password, BLRRR. This will give you 5 hearts, 36 lives and what's more, you'll have rescued Puggsley, Wednesday, Granny and Uncle Fester, with only Morticia to find.

The tank in this picture lasted approximately 8.3 seconds after this shot was taken. It's a hard life being in the tank corps.

The Vietnamese Campaign

1. CSIEZCC
2. CSIEBRA
3. CSIEJQA
4. CSIERTA
5 CSIEZSA
6.CSIEAJG
7. CSIEIIG
8. CSIEQLG
9. CQYEYKC
10. CQYEAZA

SUPER MARIO WORLD (SNES)

DEAR GAMESMASTER

I'm stuck in *Super Mario World*. I can't find the red switch palace and therefore can't complete some of the levels, so could you please tell me where it is?
Patricia Cullinane Streatham, London

I certainly can. It's in Vanilla Dome 2. Swim along through the level until you see a single block just above the water. Jump out onto it and jump over to the right. Find one of the prize block switches and carry it back over to the left. When you can't go any further, activate the switch and drop down the left-hand gap. You should now find the key and keyhole and be able to enter the red switch palace.

4 Collect the key and enter the keyhole.

3 Drop down and collect the coins, and run left.

1 Get to this block and jump up to the right.

2 Now take this block to about here and press.

And so the great Krusty stood before his flock of meece and sang. The meece didn't find this funny and ran away. Krusty had failed, miserably.

DEAR GAMESMASTER

I have got *Krusty's Super Fun House* for my SNES, but can't get off level 1. I would like to try some other levels. Do you have any codes for the English game?
Graham De Mornay Arbroath

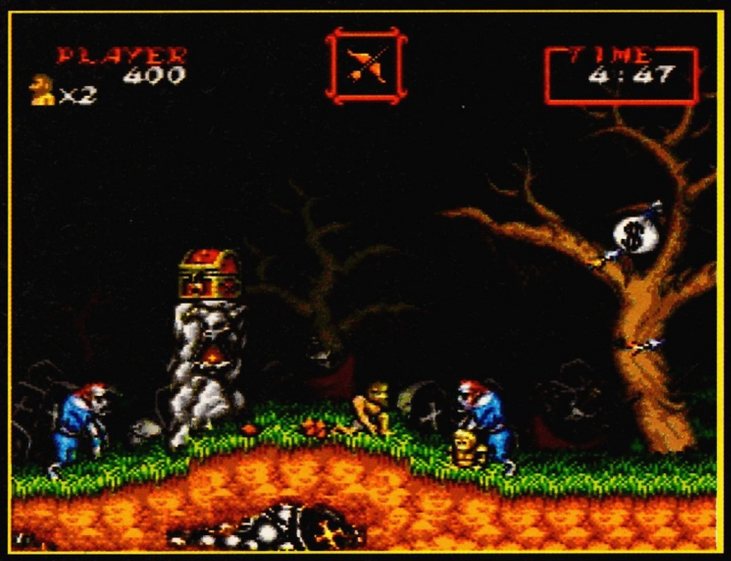
I certainly do have some codes. These are the UK passcodes for this game...
Level 2: Skinner
Level 3: Scratchy
Level 4: Bartdude
Level 5: Bouvier

The Addams family. The source of constant amusement in the late 1950s. Not all that funny, but good to click your fingers to.

DEAR GAMESMASTER

Every time I get to the end of *Super Ghouls and Ghosts*, I seem to get sent back to the beginning of the game to collect Guinevere's Magic. What is this and where is it?
Matt Brace Bristol

When you're at the beginning quickly get the gold armour (working your way up through the power-ups until you have the gold armour). The next chest



Lots of Ghouls 'n' Ghosts being very ghoulish 'n' ghostish.

Great tip! Pop the white dots and you'll receive a two second bonus.

Arthur cast an eye over ghost land. All the ghouls looked crap.

you open will release two fairies who will turn into a bracelet and drop to the ground. Pick up this bracelet and you will have obtained the magical weapon. There isn't a set point in the game at which this has to be done, just as long as you obtain the magical weapon before the end.

Once the weapon is in your possession, when you are hit you'll keep the weapon, although if you pick up another weapon without the armour you'll have to get the weapon all over again.

DEAR GAMESMASTER

In *Super Probotector* on the SNES, I keep losing all my lives. Do you have any hints or tips that could help me?
Carlton Saunders
Manchester

I certainly do, try this. It only works in a two-player game and you'll have to be a bit sneaky (or have a friend who's nice). Once all your lives have gone, press the A button and you'll re-enter the game. You can keep doing this until your partner runs out of lives.

DEAR GAMESMASTER

I would like to get to the end of *John Madden* on the SNES and play in the Super Bowl. Do you have any codes?
Hugh Pastor
Bournemouth

American Football action with the most revered footy player of them all... John Madden.

I certainly have, if you try this code it will put you into the Super Bowl. Super Bowl Code: BBBB5nZ5C.

DEAR GAMESMASTER

Please could you help me, I'm not exactly the best gamesplayer (unlike you) and I would like some help on

Flying off course as usual, Mr P Wings tries desperately to get back on track. He fails abysmally.

Pilotwings on the SNES. Do you have any tips or cheats which you could give me?
Martin Willis
Birmingham

I don't have any cheats as such but I can give you some level codes...

Level 2:	985205
Level 3:	394391
Level 4:	520771
Secret Command 1:	108048
Level 5:	400718
Level 6:	773224
Level 7:	165411
Level 8:	760357
Secret Command 2:	882943

DEAR GAMESMASTER

I can never build big enough cities in *Sim City* on the SNES and always lose the game. Do you have any cheats which will enable me to improve on my current state of play?
Kevin Mason
Plymouth

No sooner said than done. All you need to do is spend all of your money in a single financial year.

Now when the Tax screen appears in front of you hold down the L button and exit from the screen. Continue holding down the L button and re-enter the Tax screen, then increase everything to 100%.

Exit the screen and let go of the L button. As the year goes on, your money will grow to $999,999.

On the other hand, if you don't want to cheat, just wait until you reach City status and then take out a loan from the Bank.

From this poxy little town we turn to the teeming city below, and there's a hell of a difference.

This is supposed to be a two-player screenshot but player two died.

And boy are we in trouble. Radiation everywhere. Mcdonalds anyone?

THIS MONTH'S GAMES MAGAZINES...
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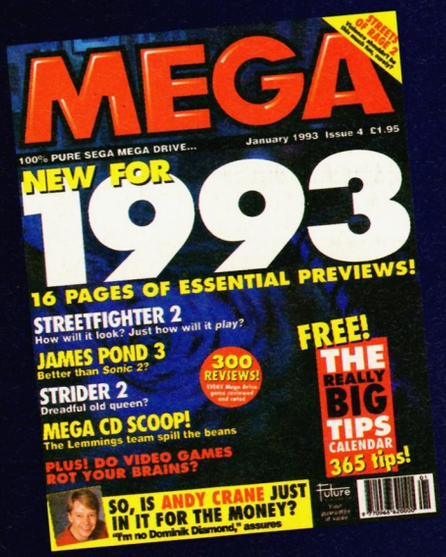
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"I'm no Dominik Diamond," assures

MEGA

If you're a Megadrive owner, and a Mega reader, then you're in with a shout of winning a game every week for the next year. In this issue there's also a tips extravaganza stretching across 15 glorious pages (that's 300 tips in all). And there's an exclusive review of the blistering AFTERBURNER 3 on Mega CD.

SUPERPLAY

Super Nintendo games are just about to get even better thanks to the latest technology. Find out how and what in this issue. There's also guides to ANOTHER WORLD, and the brilliantly weird slash-'em-up role player thingy ACTRAISER. Plus, reviews of FATAL FURY, SUPER STAR WARS, DESERT STRIKE and JOHN MADDEN '93.

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5 MORE GREAT DEMOS
8 SENSIBLE SOCCER 92/93 MEETS BULLDOG BLIGHT!
COMBAT AIR PATROL
TROLLS
21

AMIGA POWER

In Britain's biggest selling magazine for Amiga gamesplayers, there are previews of GOAL (aka Kick Off 3), and BART VERSUS THE WORLD. Be assured of sparkling reviews of CHAOS ENGINE and ALIEN 3, as well as tips for INDY JONES and KYRANDIA. Oh yes, and the demo disk features ALIEN 3, ARABIAN NIGHTS, plus more.

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Look out for DUNE 2: BATTLE FOR ARRAKIS – one of the most action-packed, brilliantly animated strategy games ever. There's also reviews of FORMULA ONE GRAND PRIX, F15 STRIKE EAGLE 3 and HARRIER JUMP JET. Plus, more great demos on the cover-disk, and an unmisseable feature on the future of the PC.

Future PUBLISHING

the edge... magazine

TOTAL

For Nintendo owners there's a spankingly huge guide to the best, most violent, and most thoroughly agreeable shoot-'em-ups ever. Don't miss our six page solution to ZELDA 3, and exclusive reviews of NHLPA ICE HOCKEY for the Super NES, PROBOTECTOR 2 for the NES, and R-TYPE 2 for Gameboy.

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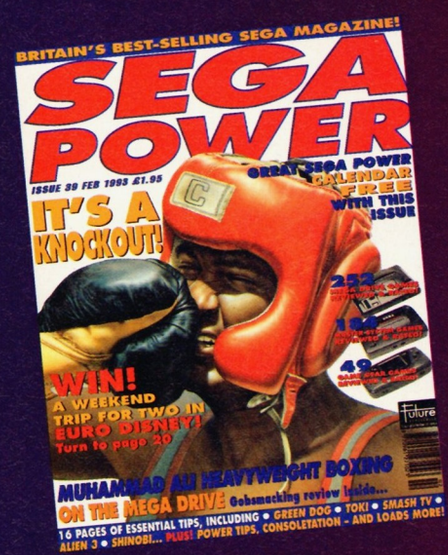
AND: WHAT WILL HAPPEN TO THE AMIGA IN 1993?

AMIGA FORMAT

For those with more than just games om their minds there's a nuts n' bolts special on just how the Amiga works. But for those with a special prejudice for pure escapism there's a demo of BART SAVES THE WORLD, and reviews of BILL'S TOMATO GAME, STREETFIGHTER II and HISTORY LINES. The world's favourite Amiga mag – out now.

COMMODORE FORMAT

Dig that C64 out for a fantastic issue featuring more reviews than ever before. There's WWF 2 from Ocean, McDONALD LAND, DALEK ATTACK and bags more. Then there's two great games and a playable demo of driving sim CARNAGE on the covertape.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Turn to page 20
MUHAMMAD ALI HEAVYWEIGHT BOXING ON THE MEGA DRIVE
16 PAGES OF ESSENTIAL TIPS, INCLUDING • GREEN DOG • TOKI • SMASH TV • ALIEN 3 • SHINOBI... PLUS! POWER TIPS, CONSOLETATION – AND LOADS MORE!

SEGA POWER

What you get is this. Reviews of MUHAMMED ALI, ROLO TO THE RESCUE and POWERMONGER. Bags of tips including ALIEN 3 (Master), SMASH TV (Mega) and SHINOBI (Game Gear). Lots and lots of Segariffic features. And a free calender. It's a blinding issue.

GAMES MASTER

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WIN A DE
WORTH O

(Well, sort of).

Right. Firstly congratulate yourself on turning to this page, sit down in a comfy chair with a cup of tea and listen up. This is a great competition. And like all great things, it's based on several fundamentally simple principles.

The main tenet around which these two pages are constructed is that you can win yourself a years' worth of games from one of the biggest forwards on the muddy rugby-pitch that is the software industry – none other than Electronic Arts. Of course, you might have been misled by the heading referring to a decade's worth of games. What it means is that 10 people can win a year's worth each.

We're talking about quite a large number of items here. Every game that's released for your machine will be sent directly from EA to your door. Not only to your door, but through it and onto the mat below, next to that manky pair of old wellies which nobody's cleaned for six months.

EA have been going for years, and their products are highly regarded on all formats. This is why the prize is so special. A rough calculation would show that you'll probably get around £1000 worth of software, maybe more in that year. So do your best and get into the lucky 10.

SO WHAT CAN I EXPECT IF I WIN?

Ah, glad you asked that. Well let's have a look at a few of the items Electronic Arts (EA) have got in their Berkshire-based pipeline. Here are a few previews. Obviously there are loads and loads of other things, just waiting to be announced.

JOHN MADDEN FOOTBALL 93

SNES

A totally storming game, with stunning 3D action, which means that you're right in the thick of the offensive, defensive and, er, in-offensive plays that occur. There are dozens of plays to call, and you can control any of the players, or you can let the processor do the hard work.

ROAD RASH 2

Mega Drive

Climb on your powerful motorbike and charge around the USA in a lethal display of competitive riding and face-punching. The idea is to win each stage, in order to earn dosh for a better bike.

DESERT STRIKE

SNES & Amiga

Blow up things! See folk run for cover! Fly around smoothly! Do loads of missions! It's all in this game, and the addictiveness will grab you by the, er, throat and shake you 'til your shoes fall off.

ROLO TO THE RESCUE

Mega Drive

You can "be" a cute elephant in this gorgeous-looking platform game. Rolo must be guided through the attractive levels, whilst avoiding the baddies. It's so cute and playable, you'll weep long into the night for the poor chap.

PGA 2

SNES & Mega Drive

Play golf like they do on TV! In fact, play golf *on* TV with this golf-playing game. Marvellous scenery, an excellent golfing 'feel' and plenty of holes, bunkers and trees make this a jolly good golf game.

SPACE HULK

Amiga

Roam around a hulk (in space, presumably). Also get a chance to kill things. Probably avoid other things (which might not be possible to kill). Realise that GamesMaster don't know that much about the game, other than it's going to be completely excellent. Mock their ignorance.

CADE'S F GAMES!

AND NOW THE QUESTIONS

Of course, you'll be thinking that the questions are going to be simple and obvious, so that loads of people write in and the competition can be judged a success purely by the number of entries.

Well you're wrong. Here we have some tough queries. Necessarily so, in fact, to sort out the truly dedicated fans from the other garbage that enters our competitions. Each question requires you to write an answer clearly on the form. Feel free to photocopy it if you don't want to hack up your mag, but don't send multiple entries, because they always arrive together, we always find out and they always get their stamps ripped off and then get hurled into a big blue wheelie-bin with a permanent coffee-sludge at the bottom, to be ignored for ever.

THE QUESTIONS

1. **What three geometric solids make up the EA logo?**
2. **Who hosts the American Football on Channel Four?**
3. **Name a successful British motorcycle producing firm.**
4. **Name two famous people who are currently in prison (in any country).**
5. **Which helicopter features in Desert Strike?**
6. **Rolo (out of Rolo to the Rescue) is an elephant. Name a film with elephants in it (not Dumbo).**
7. **What band was Billy Idol first in?**
8. **What's Bill Clinton's wife called? (Spell it correctly.)**
9. **Where are Rioja wines produced?**
10. **Who is the Associate Producer of the GamesMaster TV show?**

All you need to do now is write the answers in the spaces provided on the form, tick one box to choose the machine you want your software to run on (SNES, Mega Drive, Amiga or PC only, unfortunately), and send to the address at the bottom.

THE ANSWERS ARE

1 .....
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10 .....

I would like to receive software for ☐Mega Drive, ☐ SNES, ☐ Amiga, ☐ PC. Note: You cannot tick more than one box. If you do, your entry will be torched.

My name is .....

And I live at .....

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Send the form to: **Let's Hope EA Release Loads of Stuff Next Year Compo**, GamesMaster, 29 Monmouth St, Bath BA1 2BL. Don't forget your name and address.

Some more rules: get the entry to us by 28 Feb, and don't bother if you work for EA or Future. Hell, you can get the games free anyway, probably. The decision of Editor Jim is final. Don't enter into correspondence with him, and whatever you do, don't sit on his leather jacket in the pub.

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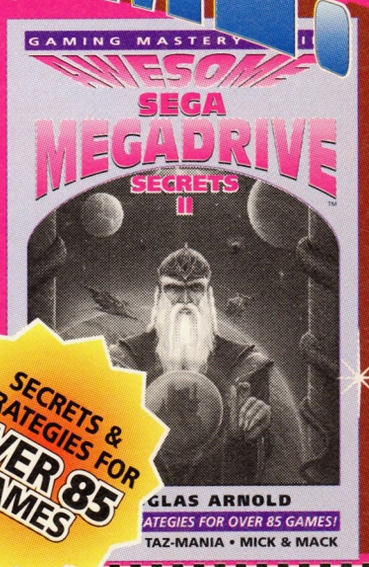

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LETTERS

If you've got something you want to get off your chest, something you want to ask (so long as it isn't "Can I connect my Star LP1080A to my Mega Drive") or something you wish to share with the world, drop us a line. We're especially keen on pictures of Sonic and Mario being horrible to each other, and we're always interested in pictures of your favourite Streetfighter characters. Oh, and pictures of Game Boys with arms and legs beating up Game Gears always make us chuckle. The address is Letters, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.

CONGRATULATIONS

Congratulations on a superb mag and I hope it puts the naff old CVG to an early grave. Seriously, though, I have a few questions and suggestions for you:

1. Why aren't you reviewing PC games, as I see it as a serious gaming machine?

2. Will the Amiga 1200 be in the same league as PCs in terms of graphics, speed etc.?

3. Why did a lot of reviews in the first issue only have a single page?

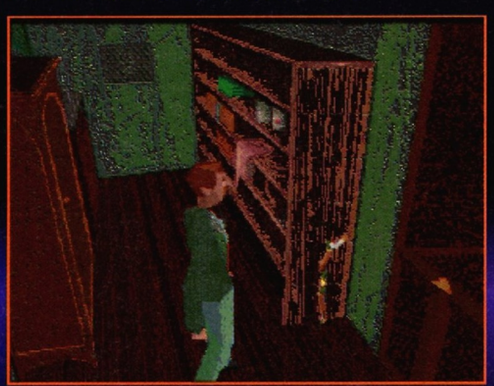
4. Also neither these games nor the one-page reviews had the two monitors or the dials for graphics, sound etc. Why is this?

5. Will you be reviewing Streets of Rage for the Game Gear?

James Shaw
Moss Side
Manchester

Okay - we're not covering as many PC games as those for Sega, Nintendo and Amiga, but we are covering the machine. This month we've got the Maelstrom 3D Challenge game, Starfighter Ace, which is on the PC, and there's info about Alone in the Dark and three pages about the PC-based flight game, Air Warrior in our Global Warring feature; plenty to be going on with! As far as the A1200 goes, it's bloody great, and makes quite a lot of PCs look plain crap.

We've got to give some games less space than others in order to, er, give the others more. It's quite simple. The shorter reviews (less than a page) don't get the dials since there isn't enough space, unfortunately. JD



Here you are, PC peeps - an entirely gratuitous picture of Alone in the Dark especially for you. Read more about it in the Network section.

COMISERATIONS

I bought your magazine and I think it's the best. But some cack-filled git tore off my poster and took my handbook so I was wondering if you could send me them. By the way, tell Dominik his jacket's cack.
Paul Corrigan
Glasgow
Scotland

Respect, Paul. Unfortunately, owing to the great demand and the fact that we can't be arsed to find an envelope, we are unable to send you a new poster and book. Sounds like what you need is a binder to keep your mags nice and safe from your thieving mates. Check out page 94, why dontcha? JD

COMPARISONS?

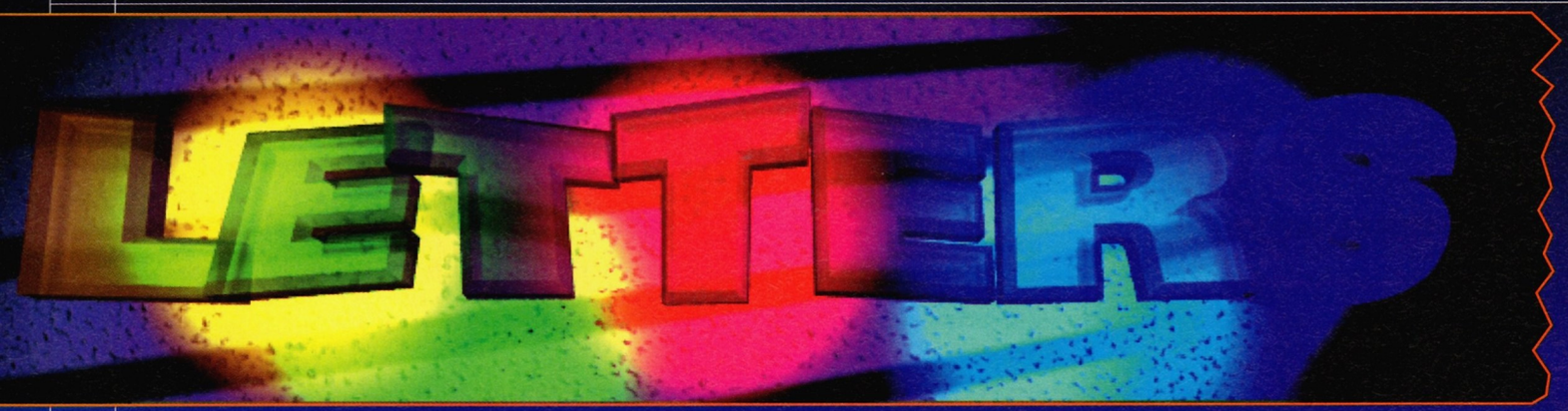
I was in WH Smiths when I first saw your mag. I picked it up and almost dropped it again because it was so packed with pages. I turned to the Contents page and looked round all the cubes of writing and then down the list of reviews. So far I was impressed. I flicked through the first couple of pages.

The first thing I noticed were the nice borders with the numbers clearly printed. One thing I often notice about mags is that half the pages don't have page numbers on, usually beause half the pages are just adverts. I went on through the mag quite quickly and stopped on one of the reviews. I had a look around and the things I especially noticed and liked very much were the small boxes at the top of the page with all the data on them. In fact I found the whole review faultless. I always imagine myself designing a mag and cutting out all the faults I normally see. If I did your mag would be perfect and your one is: 10/10.

After flicking through all the pages I was thinking the mag would cost me about £3.00, but to my surprise and relief, I found it was only a stunning £1.75. After buying it and having a proper look at home I found it was even better than I thought and me and my sister had a good laugh over the board game.

One thing which I think would improve the mag would be if there were a few pages of letters in which people could write in asking questions like, "What's the difference between PAL and SCART?" (Not that I don't know).

Please would you tell me what is better - the SNES or the Amiga 600. Maybe in your next issue you could compare the two. I am thinking of getting one or the other. Or could you just tell me what you think? Please don't say they're hard to compare because they do different things!
Paul Matthew



Reading
Berks

There's a great career in advert copy writing for you, Paul. Now, as for your suggestions. A Questions and Answers page is fair enough, so long as you'd be happy losing a page of reviews, news or tips; we're only allowed to do so many pages a month, you see. As for your SNES and Amiga comparison article, 'fraid not. It's like comparing a Formula One car to a Rolls Royce. It's a meaningless comparison. Certainly for the forseeable futre, there'll be no Which Machine Is Best features in GamesMaster. Anyone asking in future will be dealt with most severely.

SADDO CORNER

RUNNER-UP

Dear Whoever
Please could you send me a list of all the Mega Drive games which are out and which are coming out with the prices beside them. If you do not send me one within 28 days I will not buy GamesMaster magazine or any computer magazine again!
Chris Holliss
Crowthorne
Berkshire

OUTRIGHT WINNER

I would like to say how much I've enjoyed watching the show on Channel 4 on Thursdays because you have ace challenges with some of the most fabulous, dynamic game gadgetry and all the other fine pieces of equipment you have to host and explain on your show. Your stand at the NEC from the 4 to 6 December 1992 was pretty astonishing I must say and it just looked a tad like the show you have on Channel 4. To say the least, I was gobsmacked on how much realistic it was and the diver you have on your show looked fab and wicked, sexy, fit and a right tall beauty I must tell you. And I don't know how you can work with a lass like that, because I don't think she will be blowing on the air supply because she will be blowing on something else, excuse me!

Anyway, let's cut a long story very, very short (Please - JD) Unlimited thanks for Dominik's autograph which said, Les Cheers, Dominik Diamond and a strong firm shake of the hand which goes to show what a guy you are. Apart from that – **(Oh shut up you wretched boy- JD)**
Leslie Squiggle

Are you a pulsating boil on the upper lip of humanity? Are you a piece of odorous fluff from the sweaty crevice of existence? If so, drop us a line at Saddo Corner with the most aggravating and unrealistic suggestion/demand/letter you can manage, and if your missive is sufficiently knock-kneed and lank we'll give you a name check. JD

CHOMP CHOCCIES

Wow! I'm stunned! The show is great, but the magazine is something else! Until now, I've had to put up with a really low quality mag called... (well, I think you know the one) which hardly has any Amiga reviews in. I own both a Super Nintendo And Amiga and I think you've got the balance just right. Anyway, to the point:

1. What exactly is Press Corner? Is it meant to have a duig at company's poor wording?

2. Please cover the A1200 in future issues.

3. Why are SNES games so expensive? For the price of Streetfighter 2 on the Super Nintendo, I could buy Amiga Pinball Fantasies (£30), Zool (£25), Ik+ (£8) and 20 Chomp chocolate bars. I know which gives me better value for money! I only have one game for my SNES (Mario World) - and that came with the pack! I doubt I will be able to afford a new SNES game for ages - in fact, I might even sell the machine (it's gathering dust at present). For example, what's the point in having a Jaguar XJ220 if you can't use it?

4. Which machine - Mega Drive, Amiga etc do you think has the best... (That's enough of that - JD).

5. Cut down on the ads a bit please - let's have more fab reviews!

Nathan White
Walsall

1. Yes. Press Corner is the possibly ill-advised part of the mag where we have a pop at mistakes in press releases in order to look big and clever.

2. Okay.

3. SNES games are expensive. But some of them really are worth the cash. Choose your games carefully and they'll give excellent value. Otherwise it's like owning a Jaguar XJ220 and complaining about the gas mileage.

CHEATCO INC?

Please could you help me. I would like to start up a cheats company on Amigas, Nintendos, Segas, PCs and Ataris. And I would like to know if it is legal, what age you have to be and what you would need to start it up. I am 13 years old. I own an Amiga 500, a black and white printer, a word processor, spreadsheet and a lot of software and accessories. I am pretty good with the working of computers. I would be advertising the cheats in magazines, then when people reply, I would send them to them for a small charge of 10p or 20p plus about 30p to cover package and posting. Could you tell me if this is possible at my age or does it require an adult?
David Kane
Renfrewshire
Scotland

An interesting plan, holed somewhat by the facts that:

1) The law takes a dim view of companies run by people under 18.

2) Every games magazine on the shelves runs cheats sections.

3) There are about a dozen books full of cheats and playguides currently available.

4) You'd have to sell an inordinate amount of cheats to cover the cost of a £2000 ad.

THE BIG CONSPIRACY

I would like to start off bluntly by saying your magazine is crap! It appears from the contents of your magazine that it is sponsored by Commodore. All the biased opinions show Commodore as the best thing ever to appear in the world. You totally ignore all Atari products.

A quote from the mag said "This may look like another wonky ST, but it's not". I found this offensive and ludicrous. What rights have you to go around criticising the ST. You definitely have a conspiracy against the ST. The STE can do things the pile of crap will never be able to do. You even tried to claim the Falcon is crap and has not been released yet. These comments are totally unfounded. For your knowledge the Falcon has already been released and despite what you say it is not crap. I am sure it will prove itself in the near future and you will be made to eat your own words.

I also noticed that the best mag in the world ST Format didn't even get a mention even though you have mentioned PC Format and other PC mags. Is it in your contract with Commodore to put down the ST all the time? Everyone puts down the ST because it is not as popular as that other pile of crap, but how can it get anywhere if people always ignore it?

I would like to tell Dominik Diamond to go sit on a flag pole. How can he expect Celtic to get into a European Super League when they are so crap. I will be spreading bad things about your magazine in future.

Hope I never see your magazine again.
Steven McCarron
Scotstoun
Glasgow

We pointed out that the Falcon "looks like a wonky old ST, but is in fact, Atari's new 32-bit

wonder" because it comes in a case virtually identical to a wonky old ST. In the same way that if Ford put a new RS2000 engine in a Fiesta Finesse body, we might say "looks like a wonky old Fiesta Finesse, but is in fact Ford's new 135bhp wonder". We're sorry if it's confusing for you. As for our rights to go around criticising things, I rather thought that was the point of the magazine. And as you correctly point out, the STE can do things the pile of crap will never be able to do. So you can feel superior to owners of piles of crap. Now go away quickly. JD

CASH CONCERNS

I'm writing to congratulate you on your first magazine and how good I think it is. I first heard about your magazine at the Future Entertainment Show and to tell you the truth I didn't think much of it. I'm a proud Amiga owner and hope to become a SNES owner as well. I was pleased to see that your magazine was not entirely about consoles because that's why I did not think much of it when I heard about it.

I've got a few questions though...

1) Will the magazine's price increase rapidly?

2) Why is your magazine's price much less than all the others around?

I do have a moan about something as well. I do find your rating system a bit hard to follow.

If the GamesMaster show finished, I think I'll kill myself. But if you get rid of Patrick Moore, I promise to reconsider.

Philip Dawson
Chigwell
Essex

No plans for a price hike yet – but you know what we're like... JD

CURLEY IS MY HERO

I watch your series of GamesMaster every week (excellent) and as soon as I heard about the mag I just had to get it. Please can you tell me how to get a job like Danny Curley's. I'm only 13 years old so I know I'm too young, but as I get older I would like to do this as I play on different computers all the time. I have only got a Master System and a Game Boy, but my cousin has a Super NES and my two best mates have got a Mega Drive and a Game Gear.

Last of all I read an article in the Sunday Times about a month ago. During the article they talked about the CD ROM. Please could you tell me whether it would be a good idea to get it.

Rickey Thomas
Weybridge
Surrey

In order to get yourself a dream life like Danny C, you should first make yourself into a world-class games player, then write to all the software companies. The important part of games testing is clearly explaining the faults you find, and then re-testing them. This is unfortunately a complete slog and by the end of each test, you'll probably never want to see the game ever again. Unfortunately, everyone always forgets about this part and still applies for testers' jobs. JD

HANDBOOK SEQUEL?

I just thought I'd drop you a quick line to congratulate you on the mag in general and, most importantly, thank you for the Winner's Handbook. I've been stuck on so many games for so long, and it really helped me out. I've got lots of games, and so it's always easy to abandon them half way through, as soon as life starts to get a bit difficult. Now, however, I'm pleased to be able to say that I've progressed significantly thanks to your book.

I realise that it was just a cunning plot to make us buy the first issue of the magazine, and must have cost a fair bit to make, but are there any plans for follow-up editions?

Maybe you could sell some through the pages of the magazine if sticking them on the front is too expensive?

Anyway, it was just a thought. Many thanks for the book and congratulations once again on a fine magazine. If you can maintain the same levels of quality as went into the first one, you'll have a hit on your hands!

Jeremy Briers
Banstead
Surrey

Aw, shucks. Well, at the moment there aren't any plans for a sequel to the Winner's Handbook. To be honest, We're just not sure if there are enough tips out there at the moment. However, your idea of selling books through the magazine is an interesting one. What do other readers think? You already have the chance to buy T-Shirts and a rather attractive binder, but is there anything else to do with GamesMaster that you'd like to see offered?

VERUCCA CORNER

I am writing to you because I am in the picture taken at Earls Court shown in your mag. I am 9 years old and have a Master System. I watch GamesMaster every week and enjoy it. The Earls Court show was mind blowing! I rushed out to buy your mag and couldn't believe my eyes when I saw it was me in your photo. I have enclosed a photo so you can see it's me! I am wearing the same shirt.

Mark Potter
Stevenage
Herts

Very interesting, Mark. We have a picture of plenty of people in Earls Court, and we have a picture of you, in the same shirt, in your garden. Unfortunately, you aren't the person with your thumb "aloft" are you? No. So by rights we shouldn't be the slightest bit interested in your letter. However, since you have managed to get your foot into such a peculiar position, and seem so relaxed about it, we have decided you're a bit of a geezer. And so we'll be sending you some games.

STREETFIGHTER – XMAS 93 EDITION?

Being the immensely popular international playboys that we are here at GamesMaster, it came as absolutely no surprise when our top drinking mates at Capcom sent us a Christmas card.

What *did* surprise us was that the card took the form of an incredible first glimpse of next year's winter blockbuster, Streetfighter – Christmas Edition.

Apparently, the game will feature a number of opponents representing different aspects of the festive season. As well as Santa and Rudolf pictured here (very much a Ryu and Blanka situation) players will be able to take the role of Elf, Snowman, Fairy, Turkey and Senile Aunty Maud. Each has a set of special moves like snowballs and, er, other things. And there are even rumours about the bosses being invisible ghosts of Christmas Past, Present and Future. We'll be bringing you more information on this hot new title as we receive it!

Oh, alright. The card in fact came from Paul Kidby, who does our front cover artwork, but it's a nice thought, isn't it?

THE GAMESMASTER TEAM MANAGED 25PTS IN 15 MINUTES. HOW WELL CAN YOU DO?

ARE YOU A GAMES

DAAH DAH-DAH-DAH DAH DAH! DAAAAH!
CONGRATULATIONS! YOU HAVE DISCOVERED THE GAMESMASTER SECRET ZONE!

Can you make your way through five testing Worlds and beat the Boss of Prizes to free his treasure?

You receive one point for every level question you answer correctly. Enter your answers in the spaces provided. When your brain can't take any more, register your name and address in the High Score Table.

Don't worry if you can't complete the Secret Zone in a single attempt. Our remarkable password facility means that you can return to these pages at any time and simply look up the numbers of the world and level you were on.

The highest scorer wins an invaluable software prize. We will also print the names of the Top Ten scorers in the next issue of GamesMaster.

THE CLOCK'S TICKING, DUDE!

There's a time limit too. Your High Score entry must arrive here no later than 10 February 1993.

BONUS!

Increase the size of your potential prize by answering as many of these questions as possible.

POWER-UP!

By answering a power-up question you get not only a bonus point but also a special ability - ie, a clue - to help you tackle the next level!

WORLD ONE: LEMONSQUEEZYLAND

Level 1-1
Who is Chuck Rock's missus?

Level 1-2
Where would you take part in Kipper Watching?

Level 1-3
Who are the ninja cavemen?

ZAKATOOM! Power-up:
Whose pool is full of balls?

Level 1-4
In which beat-em-up can you make the combatants' trousers (snigger) fall down?

WORLD TWO: TEDDYBEARLAND

Level 2-1
Who are the global gladiators?

Level 2-2
Where would you take on the might of the Kilrathi Empire?

Level 2-3
Who or what is Tiki?

Level 2-4
Who is Alexey Pazhitnov?

WORLD THREE: TWOBEFOURLAND

Level 3-1
Where would you originally find Doh?

KERLANG-A-LANG! Bonus:
Where did he reappear?

Level 3-2
What have *RodLand*, *Streetfighter 2* and *Alien 3* got in common?

BIDDLY-DING! Bonus:
Name another title which fits the bill.

Level 3-3
The dynamic DJ duo Joi provided the title track for which imminent Amiga release?

SHAKATAK! Power-Up:
Which blaster was recently remixed and re-released at a budget price?

Level 3-4
Which company approached top comics Vic Reeves and Bob Mortimer to provide speech for their forthcoming platformer?

OOMPAHPAH! Bonus:
Did those bonkers boys agree?

WORLD FOUR: BREEZEBLOCKLAND

Level 4-1
Who co-wrote the classic game *Elite* with David Braben?

KRITTING! Bonus:
What's the mystery man working on now?

Level 4-2
What's the name of the rodent who used to have his own series of home computer releases and whose namesake now appears in *Super MarioWorld*?

Level 4-3
Which British puzzle game has been written for more formats than any other (15 at the last count)?

Level 4-4
Where would you meet the Masked Warrior?

GAMES MASTER?

WORLD FIVE: DIAMONDLAND

Level 5-1
Oh-No! and Galaxibirds were the early works of which famous development team?

PARP! Bonus:
What's the name of their cat?

Level 5-2
Where do you get to smack Slater, Rude Boy, Grubb and Officer O'Leary in the face?

SHANGRILADIDAH! Power-up:
What goes up a chimney down but can't go down a chimney up?

Level 5-3
Where would you find the mad warrior Chaostikahn?

Level 5-4
What are you if you manage to reach the end of Star Road?

THE ANSWERS TO GAMES-MASTER QUIZ #1

1-1 Dr Maybe
1-2 Blanka, Bonus: Saga
1-3 Krusty Bonus: Sideshow Bob
1-4 Speedball 2

2-1 Daphne, Bonus: Singe
2-2 Smash TV Gameshow Host
2-3 Bonanza
2-4 Lemmings

3-1 Donkey Kong, Bonus: Monkey Kong
3-2 Bubby & Bobby, Bonus: Mom & Dad
3-3 Tam and Rit, Bonus: Dad and The Elder
3-4 Double Dragon

4-1 Crack Down
4-2 R-Type, Bonus: R-9
4-3 Another World, Bonus: Eric Chahi, Heart Of Darkness, Virgin
4-4 Super Off-Road, Bonus: Ivan 'Ironman' Stewart

5-1 Crime City, Bonus: Jessica
5-2 Rock Monster, Testicle Monster, Wizard, Bonus: Maximum 200 People
5-3 Space Invaders, Pac-Man Fever...
5-4 Battletoads, Bonus: Zitz, Rash, Pimple, Dark Queen

MY SOLUTION

World One
Level 1.1 .....
Level 1.2 .....
Level 1.3 .....
Power-up .....
Level 1.4 .....

World Two
Level 2.1 .....
Level 2.2 .....
Level 2.3 .....
Level 2.4 .....

World Three
Level 3.1 .....
Bonus .....
Level 3.2 .....
Bonus .....
Level 3.3 .....
Power-up .....
Level 3.4 .....
Bonus .....

World Four
Level 4.1 .....
Bonus .....
Level 4.2 .....
Level 4.3 .....
Level 4.4 .....

World Five
Level 5.1 .....
Bonus .....
Level 5.2 .....
Power-up .....
Level 5.3 .....
Level 5.4 .....

High score table - Please enter your name and address here:.....
.....
.....
.....
.....

Now pop this in an envelope and send it to:
I AM A GAMESMASTER
GAMES MASTER,
Future Publishing,
30 Monmouth Street,
Bath BA1 2BW.

NEXT MONTH

It's hard to believe that anything could be in any way superior to or more satisfying than the glorious fun-packed organ you're holding at this moment (*oh dear*), but it's true. The name of this mysterious and incredible item? Well, it's obviously the next ish of GamesMaster, or we wouldn't be writing about it in the Next Month page would we? Be realistic.

Anyway, the next issue is full of all the same stuff that you've had this time (you know, news, previews, letters and all that) except we'll be writing about different games. There will be a review of *Streets of Rage 2*, the sequel to the most bone-crunchingly excellent beat-em-up on the Mega Drive. We'll be bringing you info on Microprose's latest flight sim *Harrier*, and *Mick and Mack* (the Global Gladiators) will be put through their paces by the demanding GamesMaster team. Most exciting of all, though, is *Walker*: a completely obscenely violent shoot-em-up featuring a 20 foot tall robot.

Everything apart from that, as us magazine folk are prone to say when we haven't the faintest idea what else is in the next issue, is top secret. Rest assured though that it'll be great and everything, so make sure you buy it.

ON SALE

18 FEBRUARY

It'll be really, really, really good.

RESERVE YOUR COPY
or regret it later

Dear News Vendor

I am keen to secure a copy of the forthcoming edition of the GamesMaster periodical. To wit:

Reserve ☐ Deliver ☐ for me

Name .....

Address .....

.....

.....

OR SUBSCRIBE
By turning to page 92

MAG*SAVE

THEY'RE BACK!!!
IN A FABULOUS NEW ADVENTURE

Twelve New Worlds with an all-star cast of thousands, including . . .

Surfers, Bagpipers, Ballooners, Jumpers, Magic Carpet Riders, Snowball Throwers, Pyramid Builders, Fencers, Pole Vaulters, Bongo Players, Sand Castlers and many, many more!

- 12 Brand New Tribes, each with their own skills
- Save the Tribes and win the Talisman
- 256 brilliant VGA colours
- Riveting Game Play and More

PSYGNOSIS

PRESENTS A

DMA DESIGN

PRODUCTION

- Puzzling problems with hilarious animation
- Enhanced sound support with digitised Lemming voices
- 8-way scrolling
- 15 original soundtracks

IN ASSOCIATION WITH LEMMING ISLAND · LEMMINGS2 THE TRIBES · A WE'RE GOING TO TAKE YOU BY STORM PRODUCTION
MUSIC BY McLEMMING THE PIPER · STUNTS BY ICARUS CAVE LEMMING · SCENERY BY MAGIC WALL LEMMING · MAYHEM BY CLUB BASHER LEMMING

CATCH LEMMINGS 2 THE TRIBES AT A GAMES STORE NEAR YOU – COMING SOON!

hang on to yours

You guessed it - he's back with a vengeance. New to Mega Drive, Indy storms into his most explosive adventure yet...

From the silver screen straight to your small screen, this nail biting thriller will leave you battered, bruised 'n' breathless.

Jump high, punch low, lash out... anything goes as you battle to find the ultimate prize - the mysterious Holy Grail.

Encounter roaring rapids, face the sea of rats, leap from coach to coach on a hurtling express train, and dodge the knife throwing maniacs out for a piece of the action - and a slice of you!

The pace never slips for a second, with digitised music, sound FX and stunning backdrops - you could almost be there!

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Also available on: Master System and Game Gear.

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